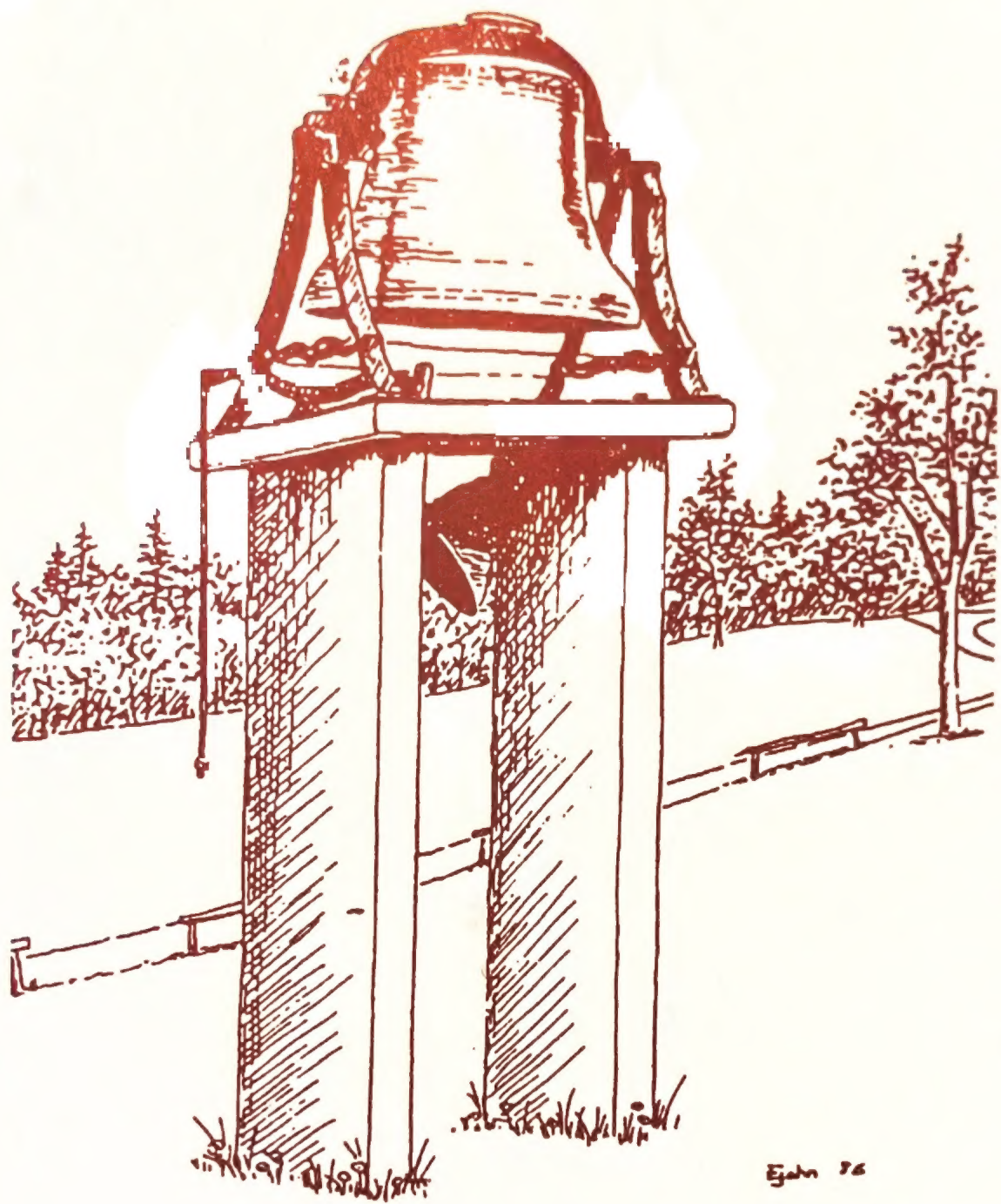


THE CANYON CAMP CAMPFIRE COMPANION VOLUME 2



A collection of songs, skits, run-ons,
openings, stories, and much more.

Canyon Camp, B.S.A.,
Blackhawk Area Council
Compiled by Wm. J. Kline



Camp Bell
1952 - 2000



The Canyon Camp Campfire Companion Volume Two

Songs, stories, skits, and other assorted
nonsense from the campfires of Canyon Camp,
Blackhawk Area Council, B.S.A.

Compiled by Wm. J. Kline

**FIRST PRINTING
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THE FOLLOWING SONGS, SKITS, YELLS, AND STORIES HAVE ALL BEEN TAKEN FROM OVER 20 YEARS OF CAMPFIRE WITNESSED BY THE AUTHOR, OR RELATED TO HIM BY OTHER SCOUTS AND SCOUTERS WHO HAVE WITNESSED OR PERFORMED THEM.

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CATALOG NO. _____

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PREFACE

I really didn't think there would be enough material for a second volume of campfire material. But thanks to the many Scouts and Scouters I have met since the publication of the first "Companion," there seems to be a never ending supply of new ideas. Here's to the creativity and inventiveness of everyone who has an interest in creating memorable scout campfires.

I would be remiss if I did not thank a few special people who have helped me in the creation of this book.

And there are many others who have provided material, ideas, and encouragement. All have embraced the "Spirit of Canyon Camp."

To Garth Newbury, my good friend and comrade in arms during the Great Western Cub Scout Day Camp. You are a constant inspiration. Professional Scouter Wayne Brooks. I had an idea, and you provided the expertise to make it a reality. Julie and Pat Kosher, you always made it fun. And to Judy Eads and Mary Ann Griswold. It wouldn't have happened but for your hard work. Wasn't it fun!

To Ron Spielman, former Camp Staff member, who does so much behind the scenes, that it is easy to overlook his tremendous accomplishments. Thanks Ron.

To Ed Laughlin, another former staff member, who consistently provides me with vintage material from the 1950's and early 1960's.

To John Van Dreese for again providing the wonderful illustrations for this second volume.

And to the Camp Staff troupe of actors, many who have made it to Broadway, the "Great Gravel Way." You deserve a standing ovation and many curtain calls. Thanks Dick Reynolds, Dave Silvis, Jim "Iggy" Thorson, Doug Troepfer, Marty and John Culhane, Steve and Mark Chandler, Mr. Zip Zip Zip, and Eric Erickson. And Monsignor Wm. Schwartz and Dave Petty, you continue to amuse and advise.

And I can't help but smiling when I think about the late Camp Cook Velma Dull. Velma, we love and miss you.

Finally, to my campfire companions for over 30 years, it sure is good to be back home. Asst. Camp Director Lee (Bink) Binkley is entering into his 36th straight year of being a Canyon Camp Staff member, and Camp Director Denny (Duff) Pratt, who has served on the camp staff for over 40 years, and will be celebrating his 35th anniversary as Camp Director this year. To each of you, your energy and devotion to camp are incredible. Denny, it started with you, continues with you, and those who come after you will be much richer from your teachings and example. Denny, I think God made you such a big man to accommodate such a large heart. You are the living spirit of Canyon Camp.

Wm. J. Kline
May, 1989

OPENINGS



OPENINGS

Have an "opening" with much fanfare, then proceed to open a can with a can opener.

Announce "And now for the moment you've all been waiting for!" pause for a moment, and then say, "I hope you enjoyed it!"

Instruct the audience that everytime you make your hands cross, they are to clap. Start slowly, doing it once or twice, then trick the audience by almost crossing your hands. Do a number in a row, then stop, tricking them again. Finally, end by having the audience clap very fast, and thank the audience for their applause.

Laughing. Everyone in the audience laughs to a familiar tune, such as "Yankee doodle" or "Row, Row, Row Your Boat." Use the same rhythm and tune; just sing "ha, ha" instead of the words.

You Never Saw It. Tell the group, "I have something in my pocket that you never saw before and you will never see again. Then take a peanut out of your pocket, crack the shell, show it to audience, and eat it. Say, "You never saw it before and you'll never see it again!"

Dark, Isn't It? Tell the audience that this is a test of intelligence, coordination, and the ability to follow directions. Have each person raise his or her left hand and point left index finger to the right, parallel to the floor. Then have them raise the right hand and hold the right index finger on a level with the left finger, pointing in the opposite direction. Then raise the left hand 2 inches and lower the right hand 2 inches. Now ask them to close their eyes. After a moment, remark innocently, "Dark, isn't it?"

Explain to the audience that if you raise your right hand, everyone is to cheer. If you raise your left hand, everyone is to clap. If you raise both hands, you are to do both. Start out by making a few opening statements such as

"We're going to have a great campfire tonight" (cheering) or "We've got some great songleaders ready to perform tonight." Then have a little fun by mixing in some negative statements such as "How about the great supper we had tonight!" or "Because of state regulations, there will be no more swimming at camp this week!"

Ask if everyone is here by calling out the various troop numbers or names of the campsites. Have them call out prearranged cheers.

Flint & Steel

With much fanfare, announce to the scouts assembled that tonight they are in for a real treat. That tonight the campfires will be lit by flint and steel. Immediately following the announcement, two scouts enter. One says to the other "Hi, Flint!", while the other says "Hi, Steel!" They then take out matches and proceed to light the campfires.

MORE OPENINGS

CHEERS & APPLAUSE STUNTS



APPLAUSE STUNTS & CHEERS

Hot Dog Cheer: Holler "Hot Dog"

Hot Dog W/Ketchup: Holler "Hot Dog" and then do Ketchup Cheer (make first fist and slap with other hand as if getting ketchup out of the bottle)

Volcano Cheer: Make a rumbling sound in the throat. Finally throw up hands and go "Barr---ooommm."

Good Going Cheer: Divide the audience in half. One side says "Good" and one side says "Going." Vary the speed and the direction you point.

Wisconsin Cheesehead Cheer: "Mooooooooo."

Termite Cheer: "Booring."

Woody Woodpecker Cheer: Repeat his famous call

Peanut Butter Cheer: "Smooth."

Two Big Hands: Raise both hands with palms out

Yogi Bear Cheer: "Hey, Boo Boo."

Clap & A Half Cheer: Clap once and then clap with only one hand.

Do As I Do Applause: The leader does all kinds of variations to the regular applause (examples: soft, loud, slow, fast, etc.)

Electric Tooth Brush Cheer: The leader says "Get out your toothbrush. Plug it in! Now, brush your teeth!" The index finger is used like a toothbrush, and all of the sound effects are added for fun.

Pop Cheer: Open mouth, extend lips, and "pop" with open hand.

Elephant Cheer: Make sound of trumpeting elephant with lips, then use arm as a trunk and sway it side by side.

Deep Sea Diver Applause: "Blubb, Blubb, Blubb."

Japanese Applause: Place palms together, fingertips up, about cheek high. Slightly bow head three times, each time saying "Ah-sooo."

Venetian Applause: Make motions as if you were poling a gondola, and sing "Oh So Lo Mi Oh."

Frog Pond #2: Have everyone in the audience repeat the words "knee-deep" in a very low voice.

Boy Scouts of America Cheer: A-M-E-R-I-C-A, Boy Scouts, Boy Scouts, U-S-A!

Pip - Pop - Poo Cheer: 1 is Pip, 2 is Pop, and 3 is Poo. When you shout out a number, the audience responds with the appropriate yell.

Noise Machine: Control both sides of the audience with the right and left hands. Raising hands means louder, lowering means softer.

More "How" Cheers:

Three Hows: How, How, How

Three Hows Southern Style: How, How, How, y'all

Three Hows Texas Style: How, How, Howdy partner

Three Hows Indian Style: How, How, Heap How

Three Hows Valley Girls Style: How, How, How, totally

Clam Camp: Hold up one hand and applaud by bringing the fingers of the hand down quickly on the palm of the same hand.

Musical Applause: Announce the name of a well-known song such as Yankee Doodle, and ask everyone to clap to its rhythm.

Freight Train Applause: The applause simulates a freight train in the distance, approaching the station, and then fading off again into the distance. This is a four-beat hand clap with the first beat of each grouping of four made louder than the following three beats. The clever leader can speed up, slow down, stop, start, and speed up again by varying the tempo.

Roller Coaster Cheer: Use hand to simulate a roller coaster car going uphill. Sound effects are "Click, Click, Click." Finally at the top, everyone goes down quickly and says "Wheel!"

That's a Knee Slapper Applause: Slap your Knee.

Pirates Applause: "Avast you landlubbers! Walk the plank! Glub, Glub."

Almost Applause: Bring hands together as clapping but do not let them touch

Pac Man Cheer: "Wakka, Wakka" (make chomping motions with arms)

Drum Applause: Beat on your legs and say "Tat-a-tat-a-tat." Then beat twice on your stomach and say "Boom-boom."

Rainstorm Applause #2: Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to handclapping as the storm reaches its height. With a hand signal, have everyone shout "Boom" to represent thunder. Gradually decrease the handclapping and then pat the knees as the storm subsides.

General Patton Cheer - Put hand over eyes as looking off into the distance and say "Tanks, Tanks, Tanks, alot."

Quarter Pounder Applause - Take an imaginary quarter, put it in the palm of one hand, and pound it with the other fist.

Grate Cheer: Pretend to hold a piece of cheese in one hand, and a cheese grater in the other. Say "Grate, Grate, Grate."

A Nickel's Worth Cheer: flip an imaginary nickel in the air, catch it and put it on the back of your hand as if calling heads or tails.

Oh Boy Cheer: Say "Oh boy am I enthusiastic" very slowly as if bored.

Raindrop Cheer: Pretend you are a raindrop. Curl up in a ball, scream at the top of your lungs as if falling, and then say "splat."

Haircut Cheer: Divide the audience into three groups. The first group says "Clip, Clip," the second "Buzz, Buzz," and the third group says "No, No."

Cactus Cheer: Same as the watermelon, but when you bite into it you scream.

Tummy Cheer: Wiggle your tummy.

Thumbby Cheer: Wiggle your thumbs.

Snappers and Clappers: When asked, have audience use their snappers (snap fingers) or clappers (clap hands).

Make It Snappy Applause: Snap your fingers

Tortilla Applause: Slap hands back and forth as if flattening a tortilla. End by shouting "Ole."

Aggie Cheer:	<u>Say</u>	<u>Action</u>
	Clap your hands	Stomp feet
	Stomp your feet	Clap hands
	We're Number One!	Hold up two fingers

Round of Applause variations: Applaud while turning around in a circle. Or make a large "O" with your arms.

Real Applause: Pretend to reel in a fish with a fishing pole.

Bow & Arrow Applause: make motions as if shooting an arrow and say "Zing...Zing." Pretend to release an arrow on each "Zing."

Broken Arm Applause: Hold your right arm out. hand limp from the elbow, and shake it.

Applaud & Cheer: Announce that when you raise your right hand, everyone should applaud; when you raise your left hand, everyone should cheer; and when you raise both hands they should both applaud and cheer at the same time.

Trash Bag Applause: Divide the audience into two groups. One group says "hefty, hefty" in a low voice. The other says "wimpy, wimpy, wimpy" in a high voice.

Stewpendous Cheer: Is it broth? No!
Is it soup? No!
Is it stew? Yes! Stewpendous!
Phenomenal Cheer: That was good!
That was very good!
That was very, very, good!
That was very, very, very good!
Pheeeeeeeeeeeeeeeeeeeenomal!



MORE CHEERS

RUN-ONS



RUN-ONS

Bink: "Whoop, Whoop, Whoop" (make sounds like a loon)
Duff: "What in the world are you doing?"
Bink: "Practicing my loon call."
Duff: "Ha, Ha. How many loons have you seen....so....far."
(becomes redfaced after realizing the situation)

Bink: "Look, I'm touching my toes."
Duff: "Well good for you."
Bink: "This is great exercise. Why don't you join me?"
Duff: "Sounds a bit silly, but okay." (reaches down and touches Bink's toes, not his own)

A person runs in with a stick held high in the air. Says
"Alright, nobody move! This is a stick-up!"

Bink: "What are you doing?"
Duff: "I'm looking for my glasses."
Bink: "When did you lose them?"
Duff: "About two weeks ago."
Bink: "Oh, long time no see!"

Bink: (Digs into the ground with a shovel)
Duff: "What are you doing?"
Bink: "I really dig this camp!"

Bink: I hate to bother you, but my job is to clean all of the seats here. Today I was in a hurry, and I forgot a few. Do you mind if I dusted off your seat?
Duff: No, go ahead.
Bink: (takes whisk broom or feather duster and brushes off his "seat" which is not his seat in the audience, but the "seat" that is firmly a part of his anatomy.)

Make a grand introduction about the next song being sung backwards. The song leader then walks to the center of the campfire circle, turns his back to the audience, and begins to sing.

Bink: Do you know what the world's greatest Boy Scout had for breakfast?
Duff: No, what did the world's greatest Boy Scout have for breakfast?
Bink: Well, this morning I had eggs, bacon....

Bink: (enters slapping neck and arms as if being bitten by mosquitoes) Do you know that there's not a single mosquito left in this camp!

Duff: You've got to be kidding!

Bink: No, its true. All of them are happily married, have lots of kids, and are making me miserable!

Bink: "I found fifty cents in front of the trading post."

Duff: "That's mine, I dropped a half dollar there."

Bink: "But I found two quarters."

Duff: "It probably broke when it hit the ground."

Bink: Did you catch any fish?"

Duff: "I caught twenty one out of this lake today."

Bink: "Do you know who I am? I'm the local game warden."

Duff: "Do you know who I am? I'm the world's biggest liar!"

Bink: "My brother and I know everything in the world!"

Duff: "Okay smarty, what's the capitol of Idaho?"

Bink: "That's one of the questions my brother knows."

Bink: "I lost my dog."

Duff: "Why don't you put an ad in the paper?"

Bink: "Don't be silly. My dog can't read!"

Bink: "Do you know that there are two signs of insanity? The first is hair on the palm of your hands.

Duff: "What's the second" (looking at his palms)

Bink: "Looking for it."

Bink: "How did you get that black eye?"

Duff: "Do you see that tree over there?"

Bink: "Sure."

Duff: "Well, I didn't!"

Bink: "Did you take a shower today?"

Duff: "Why, is there one missing?"

Bink: "What do you want to be when you grow up?"

Duff: "A vitamin."

Bink: "Don't be silly. You can't become a vitamin!"

Duff: "Why not? I saw a sign the other day that says Vitamin, B-1"

Bink: Boy, those biscuits I had for breakfast were lousy.
Duff: But the camp cook has been baking biscuits since before you were born.

Bink: Those must be the same ones I had this morning!

Bink: I was just kicked in the bucket!

Duff: I bet that hurt! Is it black and blue?

Blink: No, it's just a little pale!(pail)

Bink: There goes our Camp Ranger (or Camp Director, etc.), "Blister".

Duff: Why do you call him "Blister?"

Bink: Because he only shows up when the work is done!

Blink: So you know a lot about first aid. What would you do if you broke your leg in two different places?

Duff: I wouldn't go to those places anymore!

Announce with great fanfare that the next song, to be performed by a special guest soloist, will be the lovely ballad "The Lost Sheep". The soloist goes to the center of the campfire circle, and lets out a woeful "Baaaaaaa." This can also be performed as "The Dream Song", with the performer snoring loudly.

Bink: "I beat _____ (name of the biggest scout or staff member) up this morning!"

Duff: "No kidding! How did you do that?"

Bink: "He got up at eight this morning, I got up at seven-thirty!"

The emcee announces that in a few moments, a scout that has run 100 miles will be entering the campfire circle. He asks for a round of applause as he enters. From offstage a scout slowly struggles into the campfire circle, and collapses into the emcee's arms. The emcee asks if there is anything he can get him. The runner says "water!" From offstage another scout comes running in with a pail or bucket of "water". He announces his presence by yelling "here comes the water!" Just before reaching the exhausted runner, he trips, and the contents of the bucket (confetti or leaves, etc.) are thrown onto the unsuspecting audience.

Bink: (enters wearing his shoes on the wrong feet) "Boy, do my feet hurt!"

Duff: "what's the matter?"

Bink: "My feet hurt!"

Duff: "Do you have bunions, or corns?"

Bink: "No."

Duff: "Oh, I see the problem. You have your shoes on the wrong feet."

Bink: "But they're the only feet I've got!"

Several scouts run into the campfire circle at intervals shouting "The redcoats are coming! The redcoats are coming!" Later, toward the end of the campfire, two or three scouts wearing red jackets enter the campfire circle. They are wearing their red scout jackets. They announce that they are the redcoats.

Bink: (Enters carrying a paper bag, holding it at the top)

Duff: "What have you got there?"

Bink: "Milk."

Duff: "You can't carry milk in a bag!"

Bink: "Why not, A cow does!"

Bink: (With imaginary phone in his hand) "You don't say. You don't say. You don't say. You don't say." (with more emphasis each time.)

Duff: "Who was that?"

Bink: "He didn't say!"

Two scouts repeatedly run across the back of the campfire circle. One is being chased by the other, who is carrying a club or baseball bat. Each time they run across, the scout carrying the bat gets closer and closer. Finally, the scout being chased falls on the ground. The scout chasing him smiles, raises his club, and then gently touches the scout on the ground and says "you're it!" He then runs off, with the other scout now chasing him.

Bink: (Puts hand to ear and listens intently)

Duff: "What are you listening to....."

Bink: "Shhhhhh!"

Duff: (whispering) "I don't hear anything."

Bink: "Yeah, It's been that way all day!"

Bink: "You hammer nails like lightning."

Duff: "You mean I'm fast?"

Bink: "No, you never strike in the same place twice!"

A scout repeatedly walks through the campfire circle with a glass of liquid. The emcee finally asks the scout what's happening. The scout replies that the camp director's tent is on fire. The emcee replies that it will take more than a glass of water to put it out. The scout replies "water, this is kerosene!"

Bink: "I have a gag for you."

Duff: "Okay, go ahead."

Bink: "(Makes gagging and choking noises with hands on throat.)"

This is a running gag that goes on throughout the campfire. First a scout enters the campfire circle, stands erect, moves his arms as if hands on a clock, and says "tick, tock." The emcee asks "Who are you?" The scout responds "I'm time." He then runs out of the campfire circle.

This is followed by the following gags:

"I'm killing time." (use imaginary gun)

"I'm serving time." (wait on him, doing whatever he wants)

"Double Time." (two clocks)

"Lost track of time." (can't find the clock, looks around)

"Time is on my side." (stand next to the clock)

"Time flies if you're having fun." (makes flying motions with arms, as if they are wings.)

"Time waits for no man." (chase after the clock)

Bink: "Hey Duff, you look pretty coordinated. Can you stand on one foot?"

Duff: "Sure. which foot do you want me to stand on?"

Bink: "Oh, it doesn't make a difference."

Duff: "Okay." (stands on either one of Bink's feet)

Bink: (enters with a large board)

Duff: "What are you doing?"

Bink: "I don't know, I'm bored! (board)"

Bink: (enters with board again)

Duff: "What are you doing this time?"

Bink: "I'm going to a board meeting!"

Two scouts enter carrying Bink laying flat on the board.

Duff: "What's wrong with you?"

Bink: "I'm bored stiff!"

Bink: (points to the sky) "Is that the moon up there?"

Duff: "I dunno. I'm new at camp too!"

Bink: "Will you give me a hand with this. I'll pay you."

Duff: "What'll you pay?"

Bink: "I'll pay you what you're worth."

Duff: "I'll be hanged if I'll work for that!"

Bink: "It's all over my back!"

Duff: "What's all over your back!"

Bink: "My shirt!"

Bink: "Boy, does my jaw hurt!"

Duff: "Can you describe the scout that hit you?"

Bink: "That's what I was doing when he hit me!"

Bink: "Look at your socks!"

Duff: "What's wrong with them!"

Bink: "You have one red sock on and one black sock on."

Duff: "That's funny."

Bink: "What's funny?"

Bink: "I have another pair at home just like them!"

Bink: "How did you get that candy bar?"

Duff: "I got it for my scoutmaster!"

Bink: "Boy, I wish I could get a trade like that!"

Bink: "How do you pronounce T-O?"

Duff: "Too"

Bink: "And T-O-O?"

Duff: "Tool"

Bink: "Let's hear you pronounce T-W-O."

Duff: "Too, of course!"

Bink: "How do you pronounce the second day of the week?"

Duff: "Tuesday!"

Bink: "Really, I thought the second day of the week was Monday!"

Bink: (runs onstage) "They're after me! They're after me!"

Duff: "Who's after you?"

Bink: "The squirrels. They think I'm nuts!"

Bink: "Did you hear about my pet pig?"

Duff: "No, what's his name?"

Bink: "Ball Point."

Duff: "Is that his real name?"

Bink: "No, that's his pen name."

Scout enters carrying a divining rod. He walks up to the emcee and says "I found a drip!"

Bink: "I'd like to show you an impression."

Duff: "Who is it?"

Bink: "It's me!"

Scout enters with a flashlight pressed against his forehead.

Bink: "What's wrong with you?"

Duff: "I'm feeling lightheaded!"

Scout enters with a flashlight pressed against his mouth.
Bink: "What are you doing?"
Duff: "I'm having a light snack!"

Bink: "I heard something this morning that really opened my eyes!"
Duff: "What was that?"
Bink: "My Alarm Clock!"

Bink: "It's all over me!"
Duff: "What!"
Bink: "My skin!"

Bink: "Can you do the dishes?"
Duff: "No, but I can do a pretty good teapot!" (make motions of teapot, with one arm as handle, the other as a spout)

Bink: "Boy, the food is bad at this camp!"
Duff: "How bad is it?"
Bink: "It's so bad, that we pray after we eat!"

One at a time, people come running into the campfire circle shouting "Here comes a man-eating tiger!" Finally a scout comes in knawing a bone. He says "Boy, these tigers are sure delicious!"

Bink: "Did you hear about my new dog, Ginger?"
Duff: "Does Ginger bite?"
Bink: "No, Ginger snaps!"

Bink: "I can't see you as the camp director!" (or other position)
Duff: "Why not?"
Bink: "Because my eyes are closed!"

Bink: "I read something interesting the other day."
Duff: "Oh, what was that?"
Bink: "I read that everytime I breathe, somebody else dies."
Duff: "That's awful, why don't you use a good mouth-wash?"

A single file line of scouts enters the campfire circle, and stand at attention. One of the scouts steps forward and says: "We will now have a test of the emergency broadcast system." He steps back in line, pauses, and then all scream and run out of the campfire circle.

Bink: "Why did you leave your job on the camp staff?"

Duff: "Because of illness?"

Bink: "What was wrong?"

Duff: "The camp director got sick of me."

Bink: "I hear you've been taking a lot of training lately to be a better camp director. How was that memory course you took?"

Duff: "What memory course?"

Bink: "Are you sure that the camp waterfront is safe? There aren't any water moccasins around are there?"

Duff: "Not a one. The alligators scared them all away."

Bink: "I'm a teepee, I'm a wigwam, I'm a teepee, I'm a wigwam. . . (keeps repeating)"

Duff: "Calm down, your two tense (tents)!"



MORE RUN-ONS

SKITS



ALPHABETICAL LISTING OF SKITS

A MOO	PENGUIN MEAT
THE AIRPLANE	RADIO SKIT
BAAAAAD JUDGEMENT	ROYAL PAPERS
BELL RINGER #1	SCHOOL DAZE
THE BELL RINGER #2	THE SENTRY
THE BOY GENIUS	STIFF NECK
THE CAMEL PATROL	THE TALKING DOG
CHEW CHEW TRAIN	TEAR ALONG THE
CHEWING GUM	THE DOTTED LINE
COOKED THE WRONG	THROWING STONES
WAY	TWO FOR A NICKEL AND
DECOMPOSING	FOUR FOR A DIME
DIRTY LAUNDRY	THE UPSIDE DOWN
ECHO #3	CONCERT
EVEDROPPING	WATER, WATER
THE FIRING SQUAD	THE WORLD'S GREATEST
FISH TALES #3	MARKSMAN
GARGLING	
GIANT CATERPILLAR	
HIS CUP	
THE HONEYBEE	
HOT NEWS	
I DON'T HAVE THE	
TIME	
I GOTTA CODE	
IMPORTANT PAPERS	
IT'S NOT FOR ME	
ITS OFF TO WORK	
WE GO	
JAPANESE SUBMARINE	
THE LIGHTHOUSE STUNT #2	
THE LOLLIPOP	
THE MELLERDRAMA	
THE MINDREADER #3	
MORE DOCTOR SKIT	
IDEAS	
MOVE OVER	
MYSTERY BEVERAGE	
NO JOKE	
NOT TOO DEEP	
THE OASIS	
THE PLATE SALESMAN	

A MOO!

(Three people are dressed up as cows and are placed at stage left.)

COWS: A moo a moo a moo moo moo I said a moo a moo a moo moo moo.

(Mom enters)

MOM: A sob a sob a sob sob sob I said.....repeat.

(Son enters)

SON: What's the matter Ma I said what's the matter ma....repeat

MOM: I ain't got the money for the mortgage on the cows....repeat.

MOM & SON: A sob a sob.....

COWS: A Moo a moo.....

(Daughter enters)

DAUGHTER: What's the matter ma.....

MOM & SON: We ain't got the money for the mortgage.....
A sob a sob.....

COWS: A moo a moo.....

(Villain enters)

VILLAIN: I came to get the money for the mortgage on the cows I said.....

MOM & KIDS: We ain't got the money..... A sob a sob.....

COWS: A moo a moo.....

VILLAIN: I'll take your pretty daughter for the mortgage on the cows.....

DAUGHTER: Never never never will I go I said.....

MOM & KIDS: A sob a sob.....

COWS: A moo a moo.....

(Hero enters)

HERO: I've got the money for the mortgage on the cows I said.....

EVERYONE: Yea Yea a Yea Yea Yea I said.....

COWS: A moo a moo.....

HERO: Bang bang.....Bang, Bang, Bang. I said...

VILLAIN: Ugh ugh...ugh ugh ugh I said....
Curses curses foiled again.....

MOM & KIDS: Yea yea.....yea yea yea.....

COWS: A moo a moo a moo moo moo.....

DAUGHTER: Oh my hero!

THE AIRPLANE

A group of scouts acts as the pilot, copilot, and radioman on an airliner. Others can provide the engine noises, acting as the four "engines" on the wings. The pilot announces that engine #1 has failed, (the scout who is engine #1 stops making the engine noises when this is announced) and he instructs the radioman that he should contact the airport and tell them that they will be arriving 15 minutes late. Soon after, engine #2 fails, and the radioman is instructed to alert the airport that the plane will be arriving 30 minutes late. Soon engine #3 fails, and the message is transmitted that the plane will be one hour late. Finally, the pilot announces the fourth and final engine has failed. The radioman then says "Boy, I'd better radio the airport that we may be up here all day!"

BAAAAAD JUDGEMENT

One scout is dressed as a shepherd or as Little Bo Peep. Other scouts are on all fours, acting as a flock of sheep. The shepherd leads his flock through the campfire circle. The sheep all bleat out "baa" as they are herded through. When the flock reaches the center of the campfire circle, the shepherd suddenly herds the sheep back in the direction in which they entered. As he does, a policeman enters, and the following conversation takes place.

Policeman: "I'm sorry, but I'll have to give you a ticket."

Shepherd: "What's wrong? I was just taking my ewes and lambs back to the still water."

Policeman: "That's the problem. No ewe turns are permitted."

BELL RINGER #1

A minister is in need of a bell ringer for his church. He places an ad in the paper. Soon there is a knock at his door. A man with no arms has come to apply for the position. The minister sheepishly points out his disability, but the aspiring bell ringer assures him that he can do the job. They both climb the steps to the bell tower. (pantomimed by running in a circle around the campfire ring) Once in the belfry, the man gets a running start, and strikes the bell with his face. (The sound of the bell ringing can be made by the man, or done off stage) The minister is surprised, but pleased that the man can do the job. He tells him that he has the job, and that it is time for the noon bell to ring. The man again gets a running start, but this time, trips, misses the bell, and falls from the bell tower to his death on the ground. The minister rushes down the steps as a crowd gathers. A policeman begins questioning the minister. He asks him if he knows the man's name. The minister replies "I don't know his name, but his face sure rings a bell!"

THE BELL RINGER #2

(This should be performed immediately after the Bell Ringer #1 Skit)

This is the exact same skit as Bell Ringer #1, except that the minister is even more surprised to see another man without arms applying for the job. It turns out he is the twin brother of the first bell ringer. And the punchline this time, when the policeman asks if he knows the man's name is "No, but he's a dead ringer for the last guy."

THE BOY GENIUS

A scout is sitting in his tent at camp. He is deep in thought. His clothes and equipment are scattered around the tent. Several friends walk in.

1st friend: "Hi, what are you doing?"

Scout: "Just thinking."

1st friend: "Thinking about what?"

Scout: "My invention."

2nd friend: "You're inventing something?"

Scout: "Sure. I want to be famous like Thomas Edison or Alexander Graham Bell."

3rd friend: "What do you have in mind? Maybe we can help."

Scout: "Really! Do all of you want to help?"

All: "Sure."

Scout: "Okay, First, pick up my pack. I need a pair of shoes, socks, and pants. I need some rags, you can use my shirt for this. (He looks around the room) That just about takes care of it."

3rd friend: "Takes care of what?"

Scout: "My invention. I just invented a way to get my tent clean!"

THE CAMEL PATROL

A scout dressed in a turban enters the campfire circle. He places a blanket on the ground, kneels, and begins to pray. He prays by bowing down and with his arms outstretched, he chants "Oh Allah, bring me a camel." After repeating this a number of times, the scout looks under the blanket. He then shakes his head sadly. He then asks

for a volunteer from the audience to assist him. The two of them both kneel and pray to Allah for a camel. Again the first scout looks under the blanket and says "rats!" He then proceeds to ask for another volunteer. Then all three proceed to pray for a camel, with the same results. This can be repeated many times until there is no more room on the blanket. Finally, the first scout stands up and says, "Well, Allah hasn't sent me a camel, but he has sent me a lot of silly jackasses!"

CHEW CHEW TRAIN

A group of scouts are taking a hike, and they stop at a railroad track. A train begins to go by, and the boys sway back and forth, as they watch the freight train. They take turns calling out the type of freight cars that go by. (Examples: Tank car, oil car, flat car, refrigerator car, box car, fruit car, etc.) Finally one of the scouts says "Bubble gum car." The others all look puzzled and one asks "What kind of train carries bubble gum?" The scout replies "That's easy, A chew-chew train!"

CHEWING GUM

(This entire skit is done in pantomime)

A scout is sitting on a park bench. He is pretending to chew a large piece of gum. He removes the gum from his mouth and sticks it on the bench for safekeeping. He exits. Soon another scout enters and sits on the gum. He gets stuck, finally pulls himself loose, and puts the gum in his mouth and chews it awhile. He then puts the gum on the ground, and exits. Another scout enters and steps on the gum and gets his foot stuck. Finally freeing his foot, he picks up the gum and chews it awhile. He finally takes it out of his mouth and sticks it on the arm of the park bench. He exits. Another scout enters, sits down, and gets his arm stuck to the arm of the park bench. After freeing himself, he takes the gum and chews it awhile. He takes the gum out of his mouth and places it on bench and exits. Finally the first boy returns, sees his gum, picks it up, and begins to chew it as he exits happily.

COOKED THE WRONG WAY

A missionary is in Africa, trying to convert the natives to Catholicism. Cannibals capture him, and place him in a pot and boil him. When the chief of the cannibals arrives, he asks "How was the meat?" The cannibals respond "Tough." The chief asks "How did you cook it!" The cannibals respond "We boiled it." The chief becomes enraged and says "That was the wrong way to prepare it, he was a friar!"

DECOMPOSING

Two men hear that there were many of Beethoven's missing symphonies that were buried with him. They realized that if they had that music, they would be rich. So they traveled to Beethoven's gravesite. Late at night they started to dig up his coffin. With a great deal of effort they haul the coffin out of the ground, and open it. They are surprised and taken aback when upon opening the casket they see Beethoven alive, laying in the casket! He is holding pieces of music, and with an eraser, he is erasing the music on the sheets. The two men ask "What are you doing?" Beethoven answers "I'm just laying here de-composing!"

DIRTY LAUNDRY

This skit is set on a bus or train. Passengers keep complaining about the smell. It seems to come from one person. People keep complaining. Finally the conductor or bus driver goes back to the man and asks if he bathes regularly. The man replies that he does. The conductor then asks if he uses a deodorant. The man again replies that he does. Finally the conductor asks the man if he's washed his socks or underwear recently. The man replies that of course he has, and that he has the dirty socks or underwear with him to prove it.

ECHO #3

A number of scouts are concealed away from the campfire circle. They are out of sight, but not out of hearing distance. A lone scout enters the campfire circle and collapses to the ground. Soon another scout enters the circle, sees the scout on the ground, and hollers out "There's somebody lying here!" This call is repeated by the hidden scouts to simulate an echo. Soon the scout calls out "I think he's ill!", and the echos respond. He continues with "I think he's very ill!" with the echoes responding, "He's dying!" with the echoes responding, and repeating "He's dying" with the echoes responding. Finally the scout calls out "He's dead!" But this time the echoes respond in unison, "It's about time!"

EVESDROPPING

The scene is introduced as the Garden of Eden. Adam and Eve are there, along with a serpent, and assorted other animals. Eve is sitting in a tree. Adam and the serpent walk across the center of the campfire circle, talking so that Eve can't hear. Eve keeps inching further and further out on a limb so that she can hear Adam and the serpent talking. Suddenly Eve falls to the ground. Adam and the serpent turn around and see her. The serpent asks "What was that?" Adam replies "Oh, Evesdropping!"

THE FIRING SQUAD

A scout is blindfolded and led into the center of the campfire circle by the captain of a firing squad. A single file line of soldiers marches in and forms a circle around the blindfolded man. The captain asks the prisoner if he has any last requests. The prisoner responds "No." The captain then issues orders for the firing squad to load their rifles. They pretend to do so. He then issues the commands "Ready, Aim, and Fire." On the command of "fire", the prisoner in the center ducks down. All of the soldiers shout "Bang", and all drop dead, having shot each other, and missing the prisoner.

FISH TALES #3

This skit opens with a single scout shading his eyes with his hand, as if from the sun. He is looking into the distance. Soon another scout enters.

1st Scout: "What are you doing?"

Observer: "Watching my friends fish."

The first scout looks at the observer, shrugs his shoulders, and exits. A second scout enters, asks the same question and gets the same answer. He too exits. This is repeated as many times as you wish. Finally a scout enters and asks the same question and receives the same answer. But instead of exiting, he continues:

Last Scout: "But they can't catch fish in that field. There's no water!"

Observer: "I know, but I don't have a boat to go tell them!"

GARGLING

Three scouts enter the campfire circle and face the audience. They are dressed in pajamas. The first scout, who holds an empty cup or mug, pantomimes the action of drinking from it. The second scout throws back his head and gargles. The third scout spits out a mouthful of water. They all exit.

GIANT CATERPILLAR

A line of scouts bend over to represent a giant caterpillar. A sheet or blanket is put over them. The explorer who has found this incredible insect leads it into the center of the campfire ring. He describes how he found it, and that it has a phenomenal appetite. To prove it, he sticks a box of cereal into the caterpillar's mouth. All sorts of noises and motions come from underneath the sheet as if the caterpillar is digesting the food. Under the sheet the contents of the cereal box are emptied, and the empty box is tossed out from under the sheet by the last scout. This is repeated with a paper sack full of food. Again the caterpillar

"digests" it and the sack is thrown out of the rear of the caterpillar. Finally the caterpillar grabs the explorer. After a great deal of commotion, pieces of clothing concealed under the sheet are tossed out and the caterpillar with the victim underneath the sheet, exits the campfire circle.

HIS CUP

A group of scouts is on a hike. They grow thirsty, and decide to stop at a farm and ask to get a drink from the pump. The farmer, with his dog at his side, says sure. The scouts start to pump the handle on the pump, and use the cup sitting by the pump. Each time one of the scouts takes a drink from the cup, the dog growls. Finally, when all are finished, one of the scouts asks why the dog is so upset. The farmer replies "you're drinking from his cup!"

THE HONEYBEE

Two scouts enter, and introduce themselves as honeybees. One explains that he is the honeybee, who collects honey from all of the flowers. (he points to the audience when referring to the flowers) The other scout explains that he is the Queen, who collects all of the honey from the honeybees. The honey bee explains to the audience that he will fly around to the flowers to collect nectar. He further explains that when he returns to the Queen, he will hit his open hand with his closed fist, and say "ummmmm." The Queen is to respond by saying "Ummmmm" and hitting his forehead with fist. The honeybee and the Queen then demonstrate this. The honeybee then explains that when he goes out the second time, he will return to the Queen and say "Ummmmm, ummmmm." The Queen is to repeat this. Finally, the third time the honeybee return, he will say "Ummmmm, ummmmm, ummmmm." and the Queen will say "Give it all to me honey!"

With the instructions completed, the honey bee then buzzes off into the audience, with his thumbs tucked under his armpits, acting as wings. He returns once, says "ummm," and the Queen responds. He returns a second time, and follows the script. But before returning a third time, he

secretly gets a mouthful of water. When he returns to the Queen the third time, and the Queen says "Give it all to me," the honeybee spits his mouthful of water into the face of the Queen.

When the laughter subsides, the Queen decides that the joke should be on someone else. He decides to become the honeybee, and a new person becomes the Queen. The exact same actions are repeated. But when the honeybee gets a mouthful of water, so does the Queen. When the Queen refuses to say "Give it all to me honey, the honeybee swallows his water and says "You're supposed to say 'give it all to me honey!'" On that cue the Queen spits his water into the honeybee's face.

HOT NEWS

This scene is a newspaper office. The editor is sitting at his desk. A reporter comes rushing in and tells the editor about a bank robbery.

Editor: "When did it happen?"

Reporter #1: "Last Night."

Editor: "Do you think that's news? Everyone has forgotten about it already!"

The first reporter leaves and a second reporter rushes in:

2nd Reporter: "Chief, did you hear about the big fire at the hotel?"

Editor: "Yea, I already heard all about it. What I want is news. N...E...W..S...NEWS!"

The 2nd reporter exits and a third reporter rushes in.

3rd Reporter: "Boy, have I got news for you!"

Editor: "What have you got?"

3rd Reporter: "The building next door has just been bombed!"

Editor: "But I haven't heard a thing...."

(an explosion is heard offstage)

Editor: "Now that's what I call hot news!"

I DON'T HAVE THE TIME

A man is sitting on a park bench, reading a paper. He becomes drowsy, and decides to lie down and take a nap. Soon, a jogger runs by, stops and shakes the man. He

asks him if he has the time. Bleary-eyed, he looks at his watch and says "8:00 a.m." The jogger leaves, and the man falls back to sleep. Soon another jogger stops and wakes the man again, asking for the time. He replies "8:30 a.m." The jogger thanks him and runs off. Tired of being interrupted, the man takes out a pen and paper and makes a sign saying "I Don't Have The Time!" He settles down for another nap, hopeful that the sign will do the trick. Soon another jogger enters, reads the sign, awakes the man and says "Hey mister, it's a quarter to nine!"

I GOTTA CODE

A group of scouts comes tiptoeing into the campfire circle. They are in a single file line. The first scout passes messages back from scout to scout to the end of the line. The scout at the end also sends questions back up to the line to the first scout. All messages are whispered.

1st Scout: "That's where I saw the bear!"

Last Scout: "Where?"

1st Scout: "About 20 feet away."

Last Scout: "How big was he?"

1st Scout: "About 10 feet tall."

Last Scout: "How long ago?"

1st Scout: "Yesterday"

Last Scout: "Then why are we whispering?"

1st Scout: "I gotta code (cold)."

IMPORTANT PAPERS

A general, in the center of the campfire circle, is besieged by soldiers bringing him his "important papers". Each runs breathlessly up to the general, and presents him with a sheaf of papers. But each time the general is disappointed, exclaiming "These are not my important

papers! I want my important papers!" Finally a soldier brings him a roll of toilet paper. Holding the roll aloft, the general exclaims "Finally, my important papers!" as he walks contentedly out of the campfire circle.

IT'S NOT FOR ME!

A man walks into an imaginary psychiatrist's office. He has all sorts of ailments. He twitches, coughs, calls out strange things, etc. He walks up to the receptionist.

Man: "I must see the doctor as soon as possible!"

Receptionist: "Do you have an appointment?"

Man: "No, but I really must see the doctor."

(Continues with strange sounds and movements)

Receptionist: "I believe you do. I'll get you in as soon as possible. What's your name?"

Man: "My name is _____ (use staff member or camp director's name) But...I don't need to see him about me. I need to see him about my brother!"

ITS OFF TO WORK WE GO

A scout walks into the center of the campfire circle on his knees. When he reaches the center, he turns to the audience and shouts "Give me an I." The audience responds in unison. He is quickly joined by another scout on his knees who shouts "Give me an O." Once again the audience responds. This is repeated by others, who alternately ask for an "I" or an "O". Finally all are lined up on their knees, in a line facing the audience. Someone then shouts to the audience "And what does that give us?" On that cue, all of the scouts begin marching out on their knees singing "I-O, I-O, it's off to work we go. . ."

JAPANESE SUBMARINE

The scene is inside a Japanese submarine on patrol. A number of scouts sit on the ground in single file, each with his legs horseshoe style around the scout in front. The first scout, the captain, looks through an imaginary periscope. The last scout fires the torpedos. The skit begins by the captain spotting the enemy. He gives the orders to "Fire torpedo one!" His order is repeated by each scout all the way back to the last scout, who responds "How to you do that?" This question travels back to the front by each scout repeating it. His answer, "Push the red button" is likewise passed back to the torpedo man. After a pause, (and suitable sound effects for launching a torpedo), the captain announces "We missed!" Soon the order to fire torpedo two is given and the same scene is repeated, with the captain's answer being push the green button." After missing twice, the captain announces that the only honorable thing to do is to commit hari-kari. He issues the command, and it is repeated all the way back to the torpedo man. All commit hari-kari as the message is passed back, except for the torpedo man who responds "How do you do that?"

THE LIGHTHOUSE STUNT #2

The scene is the top of a lighthouse. There are three or four lighthouse workers looking out of the windows. One of them looks down at the ground and exclaims that he sees a coin on the ground, and that he thinks it's a dime. The other lighthouse workers all get very excited and begin to rush around the campfire circle to indicate that they are running down the spiral staircase of the lighthouse. As they are rushing down the staircase, the first lighthouse worker keeps commenting on the coin as they pass the spot where the coin is. Each time they pass the spot where the coin is, they are nearer to it. Because of this, the coin appears bigger. The first lighthouse worker comments "I think it's a nickell" This news is passed to the other members of the crew. Keeping in mind that a nickel is a less valuable coin than a dime, the excitement of the rest of the workers will turn to disappointment. On the next circuit, they all become excited again as the coin

is so big it must be a quarter. This continues with the coin becoming a half dollar, and finally a silver dollar. After this observation, they run around the campfire a few more times before they eventually reach the bottom of the lighthouse and the ground. As they rush out to see the coin, there is once again disappointment as the leader says "Brother, it's a trashcan lid!"

THE LOLLIPOP

A little girl is sitting on a park bench, crying. Soon a man walks up and asks her why she is crying. The girl responds that she lost her lollipop. The man asks the girl if she has looked for it in her room or under the bench, etc. The girl responds that she has looked everywhere, but can't find her lollipop. She continues to sob. The man then suggests that she try praying. She says praying won't help, and the man leaves. As soon as he leaves, she decides to give praying a try. She prays for a few seconds, and then gives up and sits back on the park bench and begins to cry again. Soon another man enters, and the same scene is repeated. He too suggests that she try praying. When the man leaves, she tries praying again, but soon gives up. A third man enters and the scene is repeated. But this time the man says he'll pray with her. They both kneel and pray, but nothing happens. The man then suggests that perhaps if everyone in the audience would get on their knees and pray, that it might bring her lollipop back. The little girl then pleads with the audience to kneel down with her and pray quietly with her to bring back her lollipop. She then kneels down, and begins to pray again along with the rest of the audience. Soon the first man returns and asks the little girl if she has found her lollipop. The little girl responds "No, but I sure found a lot of suckers!" (referring to the audience)

THE MELLERDRAMA

(The following play is read by a narrator. The players carry out everything that is said. When the play opens, all props should be in position where they will be used. The SUN is lying on the floor; MANUEL is seated at the table. CUR-TAIN stand in the center in front of the other characters.)

Our CURTAINS are parted, and our play is on.....

It was early morning, and the Sun arose (SUN awakens and arises). MANUEL DEL POPOLO, son of a rich Spanish nobleman, sat in his father's castle. He was pouring over his notes (with pitcher) and so anxious was he to whip them into shape, (whips them) that he simply devoured them (chews note). Finally, he arose muttering curses, "Hither, ZINGRELLA," he cried.

ZINGRELLA came tearing down the stairs (rips down the stairs sign) and tripped into the room (trips). "Did you call?" she asked.

"Yes," he answered, "Where is MAGGIE?"

"She is in her chamber."

"Then bring her to me at once!" he commanded. ZINGRELLA flew to do her master's bidding (leaves flapping arms). While waiting for MAGGIE, MANUEL DEL POPOLO crossed the floor once, twice, and thrice (draws x's on the floor.) Then he sat down and stamped his feet (licks stamps and pastes to shoes).

Soon MAGGIE came sweeping into the room (with broom). "Maggie, for the last time will you marry me?"

"Oh, no, no, no," she cried.

"Ah, curses! Then I will lock you up in the tower until you will consent."

"Oh, sir, I appeal to you." (She kneels and peels a banana before him.)

"Your appeal is fruitless." (He tosses away the peel) and muttering curses he left the room. MAGGIE turned a little pale (turns pall) and flew around in an agony of fear. She knew Manuel would keep his word. Oh, if only ALVIN C.C. AARDWARK, her one true lover would only come; he would save her. Would he come??? The HOURS passed, but oh so slowly (HOURS walks past quickly, then slowly). Finally she took her stand and scanned the horizon (stands on chair and looks at the HORIZON, who is jumping and moving back and forth.)

Suddenly, a whistle sounded from below (wolf whistle). "Oh, ALVIN, my boy, is that you?"

"Yes, it is me, throw me a line." (Maggie in baseball pitcher form throws a rope, ALVIN then gallops into the room.

"Oh, MAGGIE, he cried and tenderly presses her hand (iron her hand). At that moment, MANUEL entered and maddened at the sight of the two lovers together, challenged ALVIN to a duel. They assaulted each other (salt shakers) and after a few moments, MANUEL gave up the match (from match book). Acknowledging that he was defeated, he sorrowfully left the room. "Come MAGGIE, my love! Now there is none to stand between us. You are Mine!" and ALVIN led MAGGIE from the room. (Passes rope around her neck and leads her from the room).

The HOURS pass (HOURS crosses the stage), the SUN sets, and DARKNESS falls (player with darkness sign falls down), the CURTAINS close, and our play is ended.

THE MINDREADER #3

A mindreader enters amidst a great deal of fanfare. An announcer introduces him as one of the world's greatest mind readers. He explains that anyone in the audience can write down a number, and the mindreader can tell him what it is. The first scout enters and writes the number four. The announcer shows the number to the audience, then crosses over to the mindreader. As he exhorts the mindreader to come up with the number, he taps him on the back four times. The mindreader then announces "The number is four." The second enters and writes the number seven. Again the announcer taps the mindreader on the back seven times, and the mindreader correctly gives the number again. Finally, a scout enters and writes the number double zero. (00) A puzzled assistant, not knowing what to do, crosses over to the mindreader. Finally an idea comes over him. He kicks the mindreader twice with his foot. Each time the mindreader calls out "Oh!" The announcer trumpets the fact that he is right again as the mindreader limps off the stage.

MORE DOCTOR SKIT IDEAS

The following jokes can be used to create a doctor skit.

- 1) Doctor, my sister thinks she is an elevator.
- 2) Well, bring her in.
- 1) I can't. She doesn't stop on this floor.

- 1) Doctor, I keep seeing spots before my eyes.
- 2) Have you seen an optometrist?
- 1) No, just spots.

- 1) How am I doing Doctor?
- 2) I have bad news and some really bad news.
- 1) Give me the bad news first.
- 2) You only have seven days to live.
- 1) What's the really bad news?
- 2) I've been trying to contact you for six days.

- 1) Doctor, I think I'm a bridge.
- 2) Well, what's come over you lately?

- 1) Doctor, I just swallowed a roll of film.
- 2) That's OK. Nothing serious should develop.

- 1) Call me a doctor!
- 2) OK, you're a doctor.
- 1) Why?
- 2) Because I just graduated from medical school.

- 1) Look at that belly. You need to diet!
- 2) OK doctor, what color should I die it?

- 1) Doc, It's these crawling bugs. I can't stand them. They're all over me! (starts brushing them off wildly)
- 2) Well, for goodness sakes...don't brush them on me!

MOVE OVER!

The scene is a park bench that is occupied by several people feeding the birds, reading a newspaper, etc. A tramp, dressed as revolting as possible, enters and sees that the park bench is full. He pushes his way on to one edge of the bench, and begins to scratch and cough. The other occupants of the bench begin to notice this smelly,

disgusting man and begin to leave one by one. The tramp moves up the park bench closer to the other occupants each time. When the last one finally leaves in disgust, the tramp says "It's about time!" He then lays down, puts his feet up, covers his face with a newspaper and goes to sleep.

MYSTERY BEVERAGE

The equipment needed is a bucket or pail, three to four cups or mugs, and a pair of dirty socks or underwear. The bucket is placed in the center of the campfire circle. The mugs are placed along side. A scout enters, picks up a mug, and dips it into the bucket. He takes an imaginary drink, and walks away saying "Ummm, what super coffee!" The next scout enters and dips his mug into the bucket and takes a drink and exits saying "what great tea!" The third scout enters, dips the mug into the bucket, and takes a drink. He exits saying "Boy, is this good hot chocolate." Finally, a fourth scout enters and takes the socks or underwear from the bucket, rings them out, and inspects them to make sure they are clean.

NO JOKE!

Two scouts sit opposite each other in the center of the campfire circle. A cup of water is sitting midway between them. They sit and look at each other without moving for about 30 seconds. Neither one smiles, laughs, nor says a single word. Finally one of the scouts stands up, picks up the cup of water, and throws it in the other scout's face. He then silently sits down. After another thirty seconds has passed, the second scout asks "Was that some kind of joke?" Another 30 seconds passes before the first scout replies "No." The second scout, after another 30 second pause, then answers "That's good, I don't like that kind of joke." They both then exit silently.

NOT TOO DEEP

A hillbilly is sitting on a chair whittling. He is sitting by a stream. There is no bridge. Various scouts out hiking come up to him, and the following conversation takes place.

Scout: "How deep is the stream?"

Hillbilly: "Not too deep."

Scout: "Think I can walk across it?"

Hillbilly: "Shucks, I reckon you can."

Each scout then attempts to walk across the stream, but all find the stream very deep, and drown. All except the last scout, who is able to reach shore after a struggle. He goes back to complain to the hillbilly.

Scout: "What do you mean by telling me that I could walk across that stream. It's almost 15 feet deep!"

Hillbilly: "Funny, it only reaches up to the middle of the ducks."

"THE OASIS"

This is an extended version of a run-on from the first edition of the C4. One person plays a palm tree. He stands in the center of the campfire circle with arms outstretched. He has foliage or greenery in each hand, as well as sticking out of his clothing. (He may want to have his hands free with palms facing the audience. This allows the narrator to point out the palms of this genuine "palm tree") A small bowl or bucket of water is placed in front of him.

A narrator sets the scene by explaining that it is the middle of the desert, with nothing but sand for miles. It is 115 degrees in the shade, with nothing but the oasis and the lone palm tree for relief. As the narrator leaves the circle, a raggedly dressed man crawls into the circle. He cries out "water!, water!" as he approaches the palm tree. But he collapses and dies before reaching the palm tree. This is repeated as many times as desired until the bodies pile up. Finally, after much effort, one man manages to make it alive to the oasis. Expressing his relief and joy, he takes a comb out of his pocket, and proceeds to use the water at the oasis to comb his hair. (Another version is to take out a toothbrush and brush his teeth.)

THE PLATE SALESMAN

A scout acts as a sidewalk merchant. He is selling white plates. (paper plates work fine) Various customers come up to him to buy a plate. But they always ask for plates that are different colors, not white. The plate seller is not very helpful and is very rude with the customers. He replies: "What's the matter? The plate is the same size as the one you want, the same shape as the one you want, but only a different color." Finally one of the earlier customers comes along and asks to buy a white plate. With relief, the plate seller gives him one. The customer hands him a penny. The plate seller stops him. "Hey, what's this? These plates are 10 cents each!" The customer replies: "What's the matter? The coins are the same shape as the one you want, a similar size, it's only a different color!"

PENGUIN MEAT

The scene is a base camp in Antarctica. The men are complaining to the officer in charge about their food. "All we ever get to eat is penguin meat. It's sliced penguin for breakfast, penguin burgers for lunch, roast penguin, penguin loaf, etc. We've had enough and we're walking out!" The men then waddle out with their feet together and their arms by their sides, looking like penguins.

RADIO SKIT

COMMERCIAL: Are you missing something in your life? Do you always find yourself unprepared? Do you like camping, hiking, and the great outdoors? If you do, join the Boy Scouts of America. Scouting today - it's a lot more than. . .

BASEBALL: . . . a beautiful day at County Stadium, where the Brewers are hosting the Orioles. It looks like it will be a very close battle today as both teams are very strong and are led by two great pitchers, Scott and Fernandez. The Pirates will be at the plate first and leading off the batting will be...

COOK SHOW: . . . meatloaf, scalloped potatoes, peas, and we'll top it off with apple pie for dessert. O.K. ladies, get out your notepads and cooking utensils and listen carefully and you will learn how to prepare this scrumptious dish to please that hard-working, hungry husband of yours after a long day's work at . . .

STORYTIME: . . . Fantasyland, where all of your dreams come true. Hello boys and girls today's story is an old time favorite. It's about a famous little girl, and her sweet old grandmother who is . . .

GANGSTER: . . . a dirty, no-good, two-bit, double-crossing crook and when I get my hands on him I'll pulverize him to a pulp, fit him to a pair of cement shoes and he will never be seen again in my territory. Even if that low-down dirty rat is . .

BASEBALL:...the next batter at the plate for the Orioles. Here's the first pitch It's a ball, outside..... the pitcher gets his signals....winds up...OOHH!! It's a hard fast ball right down the pipe, strike one...the count is one and one. The pitcher delivers again....the batter swings....

COOK SHOW: . . . the meat into the pan and fry for fifteen minutes or until brown. Now ladies, this next step is very crucial to the success of your meatloaf, if you do not get it correctly

GANGSTER: . . . I'll smash your head in and make mashed potatoes out of your face. So don't mess up or I'll send you to

COMMERCIAL: . . . the Boy Scouts of America. Just imagine the fun you'll have swimming, boating, hiking, and at night, sitting around the campfire, only you, the moon, the stars, and

STORYTIME: . . . Little Red Ridinghood," said the Wolf. "What do you have in your basket. "Well, Mr. Wolf," said Little Red Ridinghood, "I have

BASEBALL: two outs, Orioles on first and second, at the bottom of the fifth and they're down by two runs. They've got to have a hit this batter or their....

COOKSHOW: meatloaf will be burnt, so be careful ladies, because burnt meatloaf can cause....

BASEBALL: a homerun! And that will put the Orioles in the lead - six to five in the bottom of the sixth inning here at County Stadium. Wow! What a change of events. This game has changed from a dull typical pitcher's battle to an....

COMMERCIAL:afternoon of fun and adventure at beautiful Camp _____. And remember as the Scout slogan goes, "Be Prepared" to.....

GANGSTER: get your guts blown out if you double cross me again. I'll put so many holes in you that you'll look like a screen door. No one fools around with me except....

COMMERCIAL: the Boy Scouts of America....

BASEBALL: have struck out again and oh boy is the Brewers manager giving it to the umpire. I can just imagine him saying.....

STORYTIME: "My, what big eyes you have, grandmother," said Little Red Riding Hood. "The better to see you with, my dear," said the wolf. "And grandmother," said Little Red Ridinghood, "What a big mouth you have.....

BASEBALL: says the umpire to the Brewers' manager as he throws him out of the game. Well, Bob, it looks like the only thing that can save the Brewers is

COMMERCIAL: the Boy Scouts of America.....

COOK SHOW: and your piping hot peas. By now, your pie crust should be tender and flaky, just like . . .

STORYTIME: Little Red Ridinghood was about to be gobbled up by the wicked old wolf. Suddenly, the door burst open and the woodsmen leaped in and said.....

GANGSTER: You dirty bugger. I've got you dead to rights, now. Mess with my girl will you. Well, nobody messes with my girl and gets away with it. The only thing that can save you now is.....

Teacher: "Why were the middle ages called the Dark Ages:
Student: "Because there were so many knights."

Teacher: "Tommy, I hope I didn't see you looking at Arnold's paper."

Tommy: "I hope you didn't either!"

Teacher: "How do you like school?"

Student: "Closed!"

Teacher: "If you have three candy bars, and I ask you to give me one, how many would you still have?"

Student: "Three!"

Teacher: "If you were in a jungle and you suddenly came across an alligator, a lion, and a rhinoceros, which one would you get fur from?"

Student: "I'd get as fur from all of them as I could get."

Teacher: "Tommy, this story you turned in, called 'Our Cat', is exactly the same as your brother's!"

Student: "What did you expect? It's the same cat!"

Teacher: "What do you expect to be when you get out of school?"

Student: "A very old man!"

Teacher: "What did Benjamin Franklin say when he discovered electricity?"

Student: "Ouch!"

Student: "Teacher, will you punish me for something I didn't do?"

Teacher: "Of course not!"

Student: "Then I didn't do my homework."

THE SENTRY

One scout is a sentry on guard outside a military base. He is marching up and down, shouldering an imaginary rifle. Soon a man approaches. He is dressed like a spy, with a long overcoat and a hat shading his eyes. He approaches the sentry, and introduces himself.

Spy: "Good evening. I'm from the KGB...um...er...I mean People magazine. I'd like some information about this military base please."

The sentry ignores him, and keeps marching back and forth. The spy runs after him.

Spy: "How many men are there at this base?"

Sentry: (after stopping to think and counting on his fingers) "About 75."

Spy: "That's interesting. Can I borrow your pen while I write this down?"

The sentry lends him his pen, and continued marching. The spy continues to trail after him, asking questions. The sentry stops each time to consider the answer. Examples of questions asked are: How many tanks? How many missiles? How many jets?, etc. The sentry answers each one, and the spy writes down the information each time. Finally, with enough information, the man thanks the sentry, and begins to leave. Suddenly the sentry shouts out:

Sentry: "Hold it right there. How dumb do you think I am. Thought you'd fool me, huh? You have to get up pretty early in the morning to put one over on me. You're not getting away with it. Give me back my pen!"

STIFF NECK

A scout walks into the center of the campfire circle. He is looking into the sky. Soon he is joined by another scout who, noticing the first scout is looking up, also starts to look up. Soon others enter. All join in looking up into the sky. The last scout to enter finally asks the scout next to him "what are we looking at?" He answers "I don't know, I'll ask somebody else." This continues until at last the first scout is asked. He replies "I don't know. I've got a stiff neck!"

THE TALKING DOG

A scout walks into the campfire circle with his dog at his side. Another scout enters. The following conversation takes place.

2nd Scout: "What do you have there?"

Dog Owner: "It's my talking dog."

Scout: "I don't believe you. Dogs can't talk."

Owner: "Okay, I'll prove it to you. Rover, what's on top of a house?"

Dog: "Roof, Roof."

Owner: "Good, Now, what does sandpaper feel like?"

Dog: "Ruff, Ruff."

Owner: "Good dog. Now, one last question. Who was the greatest baseball player ever?"

Dog: "Ruth, Ruth."

Scout: "Boy, what a fake. Just as I thought. Dogs can't talk. (The scout exits)"

Dog: (looking up at his owner) "Should I have said Hank Aaron?"

TEAR ALONG THE DOTTED LINE

A scout pantomimes driving on a highway. He speeds along and comments on how quickly the dotted center line goes by. Soon a police car pulls him over, and asks to see his license. The driver asks why the fuss. The policeman says that he was driving over 150 miles per hour. But the driver explains that it is all perfectly legal, that he has permission. With that he shows the policeman his drivers license. It has his signature, and the official statement "Tear along the dotted line."

THROWING STONES

The scene is a courtroom, and the judge is having various cases brought before him.

Judge: "Bring in the next case."

The guard enters with a prisoner.

Guard: "This man's crime is throwing stones in the water."

Judge: "What, throwing stones in the water? That's no crime! Let this man go free!"

The guard and prisoner exit, and the guard soon brings in another prisoner.

Judge: "And what is this man's crime?"

Guard: "He was throwing stones over a cliff."

Judge: "Don't waste my time with these petty problems. Let him go free too."

The guard and prisoner exit. Next a man staggers into the courtroom. He is raggedly dressed, and is wet all over. The judge confronts him.

Judge: "How dare you appear in front of me dressed like that! What's your name?"

Man: "My name is Stones your honor!"

TWO FOR A NICKEL AND FOUR FOR A DIME

A store owner is working behind the counter. His stock boy, who is not very bright, is pushing a broom. The following conversation takes place.

Owner: "Hey boy, come here a minute. I have to run an errand. Do you think you can run the store for a while."

Boy: "Ahhh....Sure!"

Owner: "Now listen carefully. If anyone comes in, try to sell the oranges. If they ask how much these oranges are, you say 'two for a nickel and four for a dime.' Have you got it?"

Boy: "Ahhh...Two for a nickel and four for a dime."

Owner: "Good. Now if they ask if they are sweet, you say Some are, some aren't. Can you do that?"

Boy: "Some are and some aren't."

Owner: "That's right. Now if they say they won't be buying any today, you say 'If you won't somebody else will.'"

Boy: "If you don't, somebody else will."

Owner: "Great. I'll be back in a few minutes."

The boy repeats his lines to himself. Soon a customer enters.

Customer: "Hey boy, how do I get to the library?"

Boy: "Ah...two for a nickel and four for a dime."

Customer: "What's the matter with you? Are all the members of your family crazy like you?"

Boy: "Some are and some aren't."

Customer: "Listen boy, if you don't give me a straight answer, I'm going to punch your lights out!"

Boy: "If you don't, somebody else will."

The customer then chases the boy out of the store.

THE UPSIDE DOWN CONCERT

This skit calls for a curtain stretched across the campfire circle. It can be made from a sheet or blanket, held by two scouts. Other scouts in the act should be about the same size, as the curtain should cover them from about midway between the shoulders and waists to the ground. The arms of the scouts are covered with scout socks and

shoes. Their arms are concealed behind the curtain. To begin, the scouts sing a song. At the end of the song, everyone ducks down blow the curtain, and lifts their hands in the air. The sock and shoe covered hands give the illusion of the scout singers standing on their heads. They can continue to sing, and can dance or keep time with their "feet."

WATER, WATER

This is another expanded version of a run-on printed in the first edition of the C4. A scout crawls into the campfire circle crying "Water, water, I need water." Soon a second scout appears and says "I'll see if I can find some for you." He leaves the campfire circle and soon returns with a cup of coffee. "Sorry, I can't find any water, but I did find a cup of coffee." The first scout, still lying on the ground replies "That's no good, I need water." The second scout rushes off and a third scout enters. He is soon sent off by the first scout looking for water also. This is continued with various scouts rushing off looking for water, but returning with other beverages such as tea, hot chocolate, soft drinks, etc. Eventually one scout is successful in finding a cup of water. The first scout struggles to his feet, removes a comb from his back pocket, dips the comb into the cup of water, and combs his hair.

THE WORLD'S GREATEST MARKSMAN

A scout is introduced as the world's greatest marksman. Using a cap pistol, he demonstrates his skill by breaking soda crackers or popping balloons. An assistant can hold the crackers between his thumb and forefinger, and can break them on cue. To break balloons, tape a thumbtack or pin to a thumb, and pop the hand held balloons.

The marksman can get real tricky, shooting between his legs, backwards, while looking in a mirror, etc. A ricochet shot can be set up with the help of offstage sound effects. (A spoon hitting a pan works well) Other shots can include shooting around an object with a curve shot, a slow motion shot, and a shot that travels around the world. The marksman can get too tricky for his own good, since his partner can deliberately not break a balloon or cracker, or do so at the wrong time.

MORE SKITS

STUNTS & GAMES



THE BLIND FEEDING THE BLIND

Blindfold two scouts. Have them sit opposite each other and have each feed the other. You can furnish them with spoons, and you may use pudding, jello, ice cream, etc. You may want to use bibs also.

BOOM CHICK-A-BOOM

Leader: I said a Boom chick-a-boom

All: I said a Boom chick-a-boom

Leader: I said a Boom chick-a-boom

All: I said a Boom chick-a-boom

Leader: I said a Boom chick-a-rock-chick-a-rock-a-chick-a-boom.

All: I said a Boom chick-a-rock-a-chick-a-rock-a-chick-a-boom

Leader: Ah ha!

All: Ah ha!

Leader: Oh, yah!

All: Oh, yah!

Leader: Owl style.

All: Owl style.

Repeat the above, substituting "hoot" for the italicized *rock* and *boom* (Owl style). Add different bird calls following this pattern.

THE BOTTLING FACTORY

(Announce To Audience)

On this special occasion, we've made arrangements to take you all on a tour of a bottling factory.

Divide the audience into eight parts or pick eight individuals to participate. Teach each group the action and noise they are to make.

1. Loading Dock: "Swish, Crash, Swish, Crash." -- Pivot back and forth as if loading empty bottles onto a dock.

2. Conveyor Belt: "Lag A Lag Lag A Lag." -- Hold arms out straight in front, flutter hands up and down.

3. Bottle Washer: "Shh, Shh, Shh, Shh, Shh.: -- Stoop down while turning, as if a brush was being twisted into a bottle. Stand and repeat.
4. Lower Conveyor Belt: "Tinkle, Tinkle, Tinkle." -- Same as above conveyor belt, but hands make smaller movements.
5. Bottler: "Shh, Ptt, Shh, Ptt, Shh, Ptt." -- Turn, and pound fist into palm of hand.
6. Large Conveyor Belt: "Lag A Lag A Lag." -- Exaggerated Movement of Hands.
7. Shipping Room: "Crash, Bang, Crash, Bang." -- Stoop and pick up loaded crates of pop, transfer to truck.
8. Tasting Room: "Urp! Pardon Me, Urp, Pardon Me.: -- Cover Mouth With Hand.
9. When the entire group has learned their parts, go through the factory one station at a time, then have everything go into motion at once.

COORDINATION

Instruct the scouts in a coordination test--rub your stomach with your left hand and at the same time pat the top of your head with your right hand. After demonstrating, have the scouts practice. When all scouts are able to do it fairly well, have them change the stomach and rubbing the top of the head. The next involves changing hands so the right hand moves to the stomach and the left to the top of the head. After all have practised the four possible combinations, work the group in unison following your lead as you go through the combinations in any order you desire.

ELEPHANT JOKES

Like knock-knock jokes, these can be a running gag throughout the campfire. Or you can have an elephant joke festival, where audience members are encouraged to recite their favorite elephant jokes.

Q. Why do elephants have trunks?

A. So they won't be embarrassed when they go swimming.

Q. How can you tell if an elephant is in the refrigerator?

A. Footprints in the jello.

Q. What is beautiful, gray, and wears glass slippers?

A. Cinderelephant.

Q. Why do elephants paint their toenails red?

A. So they can hide in the strawberry patch.

I don't believe that.

Did you ever see an elephant in a strawberry patch?

No.

See, it works!

Q. How do you make an elephant stew?

A. Keep him waiting for two hours.

Q. How do you make an elephant float?

A. Two scoops of ice cream, some root beer, and one elephant.

Q. How can you keep an elephant from charging?

A. Take away his credit card.

Q. What is the difference between an elephant and a peanut butter and jelly sandwich?

A. Elephants don't stick to the roof of your mouth.

Q. What do you find between elephant's toes?

A. Slow running people.

Q. What do you get if you cross an elephant and a canary?

A. A very messy cage.

Q. How can you tell when there's an elephant in the back seat of your car?

A. You can smell the peanuts on its breath.

ELEVEN FINGERS

Tell the audience that you have eleven fingers, and that you can prove it. Count on one hand, start with the thumb, and count 10-9-8-7-6. then add five fingers on the other hand to make 11.

EYE-SPONGE COORDINATION

A sheet is held vertically by two scouts. A third scout holds a flashlight behind the sheet. The light of the flashlight will shine through the sheet. A "volunteer" from the audience is asked to take part in a coordination test. He is to follow the light with his nose as it moves around the sheet. After a few movements up and down, the flashlight is moved quickly to the edge of the sheet. As the scout's face reaches the edge, it is greeted by a wet sponge.

FAKE PILLOW FIGHT

Two players are blindfolded. Each is given a pillow. They start toward each other from opposite sides of the campfire circle. Their intent is to see who can hit the other scout the most times. Unknown to the two blindfolded scouts, the referee also has a pillow. He takes turns hitting first one, then the other player. Each player thinks it is the other doing the hitting.

LION HUNT

Leader: Let's go on a lion hunt!

(Group responds in unison after each line, and repeats actions throughout)

Leader: Let's Go! (make waving motion with hand)

Leader: Okay! (make okay sign with thumb and forefinger)

Leader: Oops, almost forgot....

Leader: To go on a lion hunt...

Leader: You need a bow... (clutch imaginary bow in left hand)

Leader: And one arrow... (clutch imaginary arrow in right hand)

Leader: Let's go! (begin slapping knees to denote walking sounds)

Leader: It's a long way to lion country...

Leader: Oh-Oh, here comes a steep hill...

Leader: Boy, is it steep...(slow down slapping knees)

Leader: We're almost to the top...(slower still)

Leader: We're there!

Leader: Down the other side...(begin slapping knees very quickly)

Leader: Whew! (wipe brow, and begin normal slapping of knees)
 Leader: Here comes a covered bridge...(slap palms on chest to denote sound of walking in covered bridge)
 Leader: Boy, is it dark in here...let's run!...(slapping palms on chest faster)
 Leader: Whew! (wipe brow and begin slapping knees)
 Leader: There's a tree...
 Leader: Let's climb it...
 Leader: And see if there are any lions...
 Leader: You go first....
 Leader: No, you go first....
 Leader: Okay... (make climbing motions with arms)
 Leader: Any lions over there? (look to left by putting hand over eyes as if peering off into the distance)
 Leader: Any lions over there? (look to right)
 Leader: Any lions out there? (look forward)
 Leader: There's one! (excitedly)
 Leader: Oh no, just a dandelion....
 Leader: Down the tree... (make climbing motions with arms)
 Leader: Let's go... (walking sounds again)
 Leader: Oops, here's a river...(stop walking)
 Leader: A crocodile infested river...
 Leader: And no bridge...
 Leader: Looks like we'll have to swim...
 Leader: You go first....
 Leader: No, you go first....
 Leader: Okay...
 Leader: Let's back up (making slapping sounds on buttocks)
 Leader: Ready, Set, Run... (make fast running sounds)
 Leader: Swim! (make swimming motions with arms)
 Leader: Whoa! (make fast swimming motions and look over shoulder as if crocodile was about to bite)
 Leader: Whoooooooooal (same motions)
 Leader: Whew, we made it... (wipe brow)
 Leader: Shhh, we're in lion country... (put finger to lips)
 Leader: Take your bow...
 Leader: And your one arrow...
 Leader: Put it in the bow...
 Leader: Pull it back...
 Leader: Let it go!
 Leader: We missed! Let's run! (begin running sounds)
 From here to the conclusion all of the motions are repeated again as we retrace our steps
 Leader: Here's the river...swim! (make swimming motions)
 Leader: Whoa!

Leader: Whoooooooooal
 Leader: Let's climb the tree...
 Leader: And see if the lion is still coming...
 Leader: He's still coming! Let's go!
 Leader: Let's run...
 Leader: Here's the covered bridge...
 Leader: Faster!
 Leader: Here's the steep hill...
 Leader: Down the other side...
 Leader: Run!
 Leader: Here's the tall grass
 Leader: Run!
 Leader: Open the door... (make motions of opening a door)
 Leader: Step in...
 Leader: Close the door... (make motions of closing the door)
 Leader: Whew! Was that close!
 Leader: Lucky we were running fast....
 Leader: Because if we hadn't been running fast...
 Leader: We would have gotten it in....
 Leader: The End! (turn back to audience and point to buttocks)

FUNNY ADJECTIVES

Write out a simple story of a camp activity such as the last hike or camping trip, but leave out all adjectives. Wherever a noun appears in the copy, leave a blank space just ahead of it.

To introduce the stunt, ask the scouts to think of adjectives. Give them a few suggestions such as *dirty*, *smelly*, *rotten*, *cool*, *drizzly* and *sloppy*. After the scouts have had time to think of the adjectives, have each scout in turn give his adjective. Write this adjective into your story in the blank spaces ahead of the nouns.

When all blanks have been filled, read the story to the campfire. Imagine the fun as you read a sample such as that shown here, using the adjectives suggested earlier:

It was a _____ day when the _____
 Scouts of _____ left their _____
 _____ for a _____ hike to _____

When you make up your story, be liberal in using names of scouts since a lot of the fun will come from the use of adjectives describing different boys.

GROUP ACTING

Split the audience into groups. Have them act out emotions. Examples: Hate, Love, Fear, Joy, Surprise, Embarrassment.

JACK'S ALIVE

Put one end of a stick into the fire until it starts to burn. Put out the flame, leaving a glowing ember. Start the stick at one point in the circle of scouts. Each scout must blow once on the ember and pass the stick to the boy on his left saying "Jack's alive" as he does. The ember stick is moved rapidly around the circle until it finally dies out. When the ember dies, the scout who is holding the stick at the time must make a black mark on his face with the burned end. Relight the stick and start again.

MAGIC BUNNY

Say to the audience: "There is nothing up my sleeves. I will only use magic - no tricks - to do this unbelievable stunt. I am going to make a rabbit come out of your head." Here you raise both hands as if to quiet the audience. "I know this sounds incredible, but if you do exactly as I direct, in less than one minute you will be petting a bunny that has come from your head. Now listen carefully and concentrate. Put your right hand on top of your head. Let your hand fall slowly to your side, and concentrate on bunnies. Put your left hand on your head, and let it slowly fall to your side. Concentrate on bunnies. Now put both hands on your head and feel the hare! (hair)."

MAGIC WRITING

This is a game in which someone goes out of the room, and when he returns, the performer writes to him the secret word selected by the group.

The writing may take place on the floor, using a cane or yardstick or poker.

If the group picks the word "basket," the writing will take place in this manner, perhaps. The confederate comes in and the performer makes mysterious motions with the cane and says, "Be careful, O friend." The performer taps once on the floor and rubs stick around wildly a few times, then says, "Stick to it and you'll have the answer." After some other mysterious motions the performer says, "Keep your mind on this writing," then taps twice on the floor, and says, "That's all." This completes the word, and the confederate says immediately, "Basket."

The key to use the first letter of each sentence to get the consonants, and to count the taps on the floor for the vowels. One tap is A, two is E, three is I, four is O, and five is U.

This has been done effectively by having the confederate costumed, sitting like a stoic Buddha. While the crowd looks on, the performer writes the secret word to him.

THE MINEFIELD

The leader asks members of the audience if they can lend him some watches. Having obtained perhaps seven or eight, he carefully selects the most expensive and retains four or five of them, returning the others to their owners. He spaces the remaining watches out on the ground, approximately 18" apart and explains that he will now lead a blindfolded volunteer across the watches and prevent him stepping on them by thought transference. A volunteer is selected and blindfolded, and the presenter makes much of the value of the watches and the importance of not standing on them. Once the volunteer is blindfolded the presenter removes the watches from the ground so that there is, in fact, no danger whatever of the volunteer standing on them. The presenter leads the volunteer over the course and the audience is treated to the sight of a very concerned and careful person picking his way very gently over a piece of completely empty ground. To sharpen the anticipation, it might be amusing to place an item at the end of the course which is valueless but slightly crunchy and, of course, the volunteer will inevitably stand on it.

MORE KNOCK KNOCK JOKES

Knock, knock.
Who's there?
Pencil?
Pencil Who?
Pencil fall down if you don't wear a belt.

Knock, knock.
Who's there?
Hammond.
Hammond who?
Hammond eggs are good for breakfast.

Knock, knock.
Who's there?
Dewey.
Dewey who?
Dewey have to go to school today.

Knock, knock.
Who's there?
Tuba.
Tuba who?
Tuba toothpaste.

Knock, knock.
Who's there?
Lettuce.
Lettuce who?
Lettuce in, it's cold out here.

Knock, knock.
Who's there?
Hatch.
Hatch who?
Gesundheit.

Knock, knock?
Who's there?
Hoo.
Who hoo?
Are you an owl?

Knock, knock.
Who's there?
Wendy.
Wendy who?
Wendy joke is finished, you'd better laugh.

Knock, knock.
Who's there?
Farm.
Farm who?
Farm me to know, and you to find out.

Knock, knock.
Who's there?
The Avon lady. The door bell is broken.

Knock, knock.
Who's there?
Phillip.
Phillip who?
Phillip the tub, I want to take a bath.

Knock, knock.
Who's there?
Diesel.
Diesel who?
Diesel make you laugh if you're not too smart.

Knock, knock.
Who's there?
Wooden.
Wooden who?
Wooden you like to know.

Knock, knock.
Who's there?
Roach.
Roach who?
Roach you a letter, but you didn't answer.

20 QUESTIONS

One scout thinks of an object familiar to the rest of the scouts. In turn around the circle, Scouts ask questions (one for each turn) that can be answered by a simple yes

or no. Object may be identified by presenter of idea as animal, vegetable, or mineral before questioning begins. The Scout who finally makes the correct guess as to the identity of the object becomes the one to think of an object for the next round. While the title of the game is 20 Questions, don't restrict it to this number, but rather let it continue until object is identified.

SPOT THE SONG

1. In front of the group, some persons perform the action of the song, in pantomime and speech, such as "Home on the Range," "Clementine," "Deep River." As soon as someone in the viewing audience thinks he knows, he holds up his hand, and is given a chance to guess.

2. *Variation.* Divide a larger crowd into smaller groups, and have each of them act out a song for the others to guess. This is different from the *title* of a song.

STRETCHER

Try this as an icebreaker or a seat-relaxer. Everyone imitates the motions of the leader as he tells the story.

The traveler stood up;
He looked to the north.
Then looked to the south.
Then to the east.
And to the west.
He then turned around and faced the north;
Then he faced west.
Then he turned to the south.
And turned to face the east.
Then stood on tiptoes to see over his neighbor's shoulder-
But he could see nothing.
So he sat down.

SUBMARINE STUNT

A "volunteer" is asked to lie down in the middle of the campfire circle. An old coat is placed over his body, and

the audience is informed that the volunteer represents a submarine. It is then announced that the submarine is submerging, so the coat is pulled up over the volunteer's head. After the submarine is submerged, the order "up periscope" is given. On that signal one of the sleeves of the jacket is raised vertically. Suddenly it is announced that the submarine is under attack, and the submarine has sprung a leak. On that signal, water is poured down the sleeve onto the unsuspecting volunteer.

THE SYMPHONY DIRECTOR

The leader divides the group into three or more sections that can be distinguished easily when he points to them. One group is advised that they are the drum section, and they make sounds as directed by clapping their hands. Another group forms the basses, and they repeat the sound of the bass tuba--oom pa, oom pa. The third group forms the violin section and they carry the tune while holding their noses to produce a nasal sound. If additional groups are formed, the leader can build a trombone section, trumpets, and even a fife section with people whistling.

The leader instructs the group that all are to begin together on a selected song, but the volume of each section will be indicated by the symphony director as he points to each section. If his hand is high as he points, the volume of that section is high; if the hand is low, the volume of that section is low. The director has the group under his control and can change the volume of the sections at will, making a very interesting rendition of a well-known song.

BUZZ

One player starts the game by counting, "One." Others in turn count "Two," "Three," "Four," "Five," and "Six." When "Seven" is reached, that player must say "Buzz." The counting continues, but any time there is a multiple of seven or a number with seven in it, the player must say "Buzz." Thus, for fourteen, twenty-one, twenty-eight and

other multiple of seven or a number with seven in it, the player must say "Buzz." Thus, for fourteen, twenty-one, twenty-eight and other multiples, and for seventeen and twenty-seven and others numbers containing seven players must say "Buzz" instead of the number. Penalty for infraction of the rule is paying a forfeit or leaving the game.

Variation: Fizz-Fuss. A more complicated version is to use "Fizz" for "five" or a multiple and "Fuss" for "seven" or a multiple and play as above.

CHARADES

Large area needed

Divide your large group into several smaller groups around the edges of the room. The leader stands in the center of the room. One person from each small group goes to the leader, who whispers a word or a sentence to them. Each one goes back to his group and acts out the word or sentence given. The person acting may not say a word but may nod his head Yes or No in response to guesses from his group. The group that comes up first with the correct answer gives a loud yell and receives a point. Words to use could be garden, apple, bear, baby, fisherman, names of famous persons, titles of books, songs, or movies, etc.

CONTINUED STORY GAME

This is a good campfire game for a small group. The leader begins a story and suddenly quits. The person next to him picks up the story, adding just one sentence. The next person tries to add one more sentence to the story. Continue until one player can't think of anything else to add, or set a time limit.

HOT

Have one scout leave the campfire circle, and designate another as the scout who is "hot." When the first scout returns, the remainder of the scouts are to say nothing.

They are to clap louder if the second scout is nearing the scout who is "hot", and clap softer if he is moving away from the designated scout. ("getting colder") The trick is to have the audience guide the second scout to the scout who is "hot."

LAUGHING GAME

Players are seated around campfire. The first player says, "Ha." The next says "Ha, ha." The third says "Ha, ha, ha," and so on, with each player adding a syllable until someone makes a mistake or until someone laughs out of turn. Those who do must pay a forfeit.

SIMON SAYS

Everyone stands around the fire. The leader gives instructions. If he precedes his command with, "Simon says..." the command must be obeyed. Otherwise, it is ignored. Anyone who makes a mistake must sit down. Commands such as, "Right face...", "Raise your right arm ...", and so on, can be used without moving the group away from the campfire ring.

STATUES

Each scout on a signal is to assume a position as if they are a statue. They are to remain in this position without moving a muscle. The leader moves about to find someone who is not perfectly still. As people move or twitch, they are to stand up and join in the search to find others who are moving. They can also try to make others move by making them laugh. The game ends with the last person to remain motionless receiving a round of applause.

MORE STUNTS AND GAMES

STORIES



BENNY THE FROG

Benny was a big bullfrog who lived in a swamp. This swamp was just an ordinary swamp, with nice big lily pads, nice houses for the frogs to live in, running water, televisions, and a rowboat parked in front of every house. It was just like any other swamp.

One day Benny decided he needed to have something special that would make all the other swamp creatures envy him. He thought and thought and finally decided he would like to have a beautiful, long, white beard. He wished so hard that one day the Fairy Frogmother appeared and said, "Benny, I will grant your wish. But if I give you a beard, you must promise never, never to shave it off. For if you do, I will turn you into an urn!"

Benny promised he would never shave it off, so the Fairy Frogmother waved her magic wand, and "Poof!"...a big, long, beautiful white beard appeared on Benny's chin.

After a while, Benny's neighbors heard about the beard and came to see it. Everyone came--the alligators, the muskrats, the snakes, the raccoons, the turtles, and even the dragonflies. Benny was very proud of his beard. For days and days the creatures came from everywhere in the swamp. And then after a while fewer and fewer came to see his beard, until finally, no one came at all. Benny wasn't so proud of his beard now as he had been at first. He was always tripping over it.

Finally, Benny just couldn't stand it any longer. He shaved! Suddenly the Fairy Frogmother appeared and said, "Benny, I warned you what would happen if you shaved your beard. Now I'm going to turn you into an urn!" So she waved her magic wand and "Poof!"...Benny was turned into an urn.

That just goes to show you that a Benny shaved is a Benny urned!

A FISH TALE

Two men, both intellectuals, are spending the day at the beach. One is a Pulitzer Prize winning author, and he is furiously working on his next novel. The other is a world

famous librarian, who has devoted his life to reading all of the great books of the world. They both are intent on their work, the writer writing and the librarian reading, when they decide to go swimming. Not to pass up an opportunity to miss any work, both take their work with them. As they begin to wade in the water, a shark suddenly jumps out of the surf. He looks at the writer, but turns away and instead eats the librarian who is reading his book. Afterwards, while trying to explain why he was not eaten, and the reader was, the writer suddenly realized the reason. It was simple: readers digest, but writers cramp.

FIVE OLD CROWS

Once upon a time, a farmer's wife fried up a big frying pan of bologna, and set it on the window sill to cool. Three old crows, perched in the top of the old cottonwood tree, looked at the bologna and then at each other and said "Should we?" They all answered "Yes!" and they flew down to the window sill.

They landed on the frying pan and started to eat up all of the bologna. As they were eating, the first crow boasted that he was such a good flier that he could fly all the way around the barn, and back again without stopping. The others doubted this, and urged him on. So he gobbled up some more bologna for energy, hopped up on the handle of the frying pan, took off, and started to fly. But he had miscalculated what all that bologna he ate had done to him. He flew only twenty yards and collapsed to the ground, dead.

The second crow said, "I'm in much better shape than him. I can make it around the barn and back easily." So he too scarfed down some more bologna, jumped up on the handle of the frying pan, and took off. This crow was in better shape, but still was not up to the task. As he made the turn around the barn he suddenly fell to the ground dead.

The third crow, pretty cocky himself, laughed at the folly of his friends. He can easily do this he thought. So he gobbled down the rest of the bologna, jumped up on the handle, and took off. He was flapping hard as he headed toward the barn. Still going strong, he made it around the barn and back toward the window sill. He was growing

tired, huffing and puffing, but was almost there. He was approaching the window, just about there, when he suddenly collapsed to the ground, dead.

The moral of this story is "Don't fly off the handle if you are full of bologna."

HERBERT, MY PET MOUNTAIN LION

(This delightful story is told in an incredulous, child-like, moroonic voice. If that makes no sense to you, fake it.)

I lived with Herbert my pet mountain lion and my mudder and my fadder and my liddle sister in Hometown, USA.

Every night when I came home from school, they would all be on the front porch to greet me. One night when I got home, I ran up to the porch and my mudder said to me, "Do you know what happened today?" And I said, "No!" "Herbert ate your little sister." That night I went to bed without a bite to eat, got up the next morning, had some grapefruit that squirts you in the eye, and went off to school.

That night when I got home, my mudder said to me, "Do you know what happened today?" and I said "No!" "Herbert ate your fadder." That night I went to bed with nothing to eat, got up the next morning, had some cereal that didn't snap, didn't crackle, and didn't pop, it just laid there and sogged in the bowl and off to school I went.

I got home that night and, you guessed it, Herbert ate my mudder. I was so low that every time I walked I kicked my chin. Now that's low. That night, I came home and do you know what!, on the front porch were my mudder, my fadder, and my little sister. I was so happy! My mother said, "Do you know what happened today?" and I said, "No!" And my mudder said, "Herbert burped."

A LIFE OF HARDSHIPS

The story is told of a young boy who lived across the sea. The boy lived in poverty, and was used to a life of hardships. To help support his family, he worked at menial jobs for very little pay. But he became used to a life of hardships. As he grew older, his lot in life did not improve. His parents died, and he did not have a place to live. With no money in his pockets, and no where to live, he decided to follow his dream and go to America. So he signed on as cabin boy on a ship headed to America. It was a long voyage, and it was very hard work. He worked from sun-up and sun-down. He had many jobs. He would swab the deck, peel potatoes, repair the sails along with many other jobs. It was difficult and boring work, and he got seasick all of the time. But it was okay. He was used to a life of hardships. One day the captain asked him to do a very difficult task. He was to climb the mast of the ship and be the lookout in the crows nest. He was afraid of heights, and often got dizzy when he was up someplace high. But he obeyed the captain. He began to climb the riggings up to the crows nest. It was a long, hard climb, and the wind was blowing furiously. But he hung on tight, and despite his dizziness, he bravely climbed upwards. Suddenly a gust of wind blew so hard that he was blown from the rigging. The captain and other crew members watched in horror as he fell down, down, down to the deck of the ship below. The captain and crew rushed over to his body, which lay limp on the wooden deck. Surely he is dead, they thought, or at least severely injured. But he jumped right up as if nothing had happened, and dusted himself off. The captain, astonished by this event, asked him how he could possibly survive this terrible fall. He replied that he was used to a life of hard ships!

MICROBES

Two little microbes were swimming around in the blood stream of a horse. One heard that life was easier near the heart. Now they had already lived thirty seconds, and only had a minute to live, but they both asked to be transferred to the territory closer to the heart. They died before they got there!

The moral of this story is, "Don't change streams in the middle of the horse!"

THE ONE THAT GOT AWAY

Three scouts were on their first fishing trip. Little did they know that it would be their last. With their gear all loaded, they said good bye to their scoutmaster and set out by boat out on to the lake. They were all good swimmers, and though they were inexperienced fisherman, they felt they would have some success today. As they rowed out toward the center of the lake, they talked about the fish they were going to catch. One of the boys, his name was Bob Brown, said that he was going to catch a fish big enough to have stuffed and mounted. Another boy, Arnold Away, said he was going to catch a fish so big that they would need two people to carry it. And the third boy, Steve Smith, said that he was going to catch a fish so big they would need another boat just to bring it back to shore. As the boys joked and told exaggerated tales, little did they know how close they were to telling the truth.

A few hours later the scoutmaster, Mr. Goodscout, heard someone yelling from the shore. As he ran to the sound, he saw Steve Smith, sitting alone in the boat. He was trembling and was white with fear. Mr. Goodscout asked him what had happened, and where were the other two scouts, Bob Brown and Arnold Away. Steve slowly began to tell his story. As they began fishing, he said, they felt a thump on the bottom of the boat. They weren't sure what it was, so they continued fishing. It happened again, and Bob looked over the side to see what it was. As he did, a giant fish, the largest fish Steve had ever seen, grabbed Bob in his mouth, pulled him out of the boat, and into the water. He disappeared, and was never heard from again.

The scoutmaster, astonished at the story, couldn't believe it. A giant fish had eaten one of his scouts. It couldn't be true. He remarked "Boy, that must have been one mean fish. It must have been the world's largest fish!" "No way!" said Steve. "You should have seen the one that got AWAY."

PEOPLE WHO LIVE IN GLASS HOUSES

Some people lived in a glass house. They had a hobby of collecting old thrones. Anywhere there was a kingdom

that went out of business, they would show up and buy the throne, and stow it away in their home.

Now, the people outside could see inside, of course, because the house was glass, and of course they knew all about it.

One vacation time, when these people were gone, some thieves broke in and stole every throne in the house and left not hide nor hair for clues.

Moral: Those who live in glass houses shouldn't stow thrones.

RINDERCELLA

Once upon a time in a coreign fountry, there lived a geautiful birl, and her name was Rindercella. Now Rindercella lived with her mugly uother and her two sad blisters.

Also, in this same coreign fountry, there was a very prand-some hince. And this prandsome hince was going to have a bancy fall. He invited the people from riles amound, especially the pich people.

Now Rindercella's mugly uother and her tow sad blisters went out to buy some drancy fesses to wear to his bancy fall, but Rindercella couldn't too, so she just cat down and shried. She wad kittin there syrying when all at once there appeared before her gairy mudfather.

Her gairy mudfather touched her with a wagie mand and there appeared before her a kig boach and hix white sorses to take her to the bancy fall. But she said, "Rindercella, be sure and be home before midnight, or I'll purn you into a tumpkin."

When Rindercella arrived at the bancy fall, the prand-some hince met her at the door because he had been watching behind a widden hindow. Rindercella and the pronsome hince nanced all dight until midnight and they lell in fove. Finally the midclock struck night and Rindercella stanced down the rairs. Just as she beached the rottom, she slopped her dripper.

The next day the prandsome hince went all over this cor-eign fountry looking for the geautiful birl who had slopped her dripper. Finally he came to Rindersella's house. He tried the dripper on her mugly uother, and it fidn't dit. He tried in on her two sad blisters, and it fidn't dit. Finally, he tried it on Rindercella and it fit dit. It was exactly the sight rise.

So they were married and lived hervily after happer. How the storai of the mory is this: If you ever go to a bancy fall, and you want to have a prandsome hince lall in fove with you, don't forget to slop your dripper.



MORE STORIES

SONGS



ALPHABETICAL LISTING OF SONGS

A RAM SAM SAM
ALICE THE CAMEL
BATTLE HYMN OF THE
REPUBLIC
BE PREPARED
BROTHER BILL
BUMBLE BEE
THE CAT CAME BACK
CLEMENTINE
DON'T THROW YOUR
TRASH
EDELWEISS
FLIES
GING GANG GOULEE
GO TELL ON THE
MOUNTAIN
GOD BLESS AMERICA
HE'S GOT THE WHOLE
WORLD IN HIS HANDS
HEY LAWDY LO
HOKEY POKEY
HOME ON THE RANGE
I POINTS TO MINESELF
INDIANS ARE HIGH
MINDED
IT'S A SMALL WORLD
I'VE BEEN WORKING ON
THE RAILROAD
JOHNNY APPLESEED
JOHNNY BURBECK
JUNIOR BIRDMAN
LITTLE SCOUTING LIGHT
LITTLE TOMMY TINKER
LORD BADEN-POWELL
SONG
MAKE NEW FRIENDS
MARIAH
MICHAEL, ROW THE
BOAT ASHORE
THE MORE WE GET
TOGETHER
MY HAT IT HAS THREE
CORNERS

NURSERY RHYME SONG
OH SUSANNA
PEANUT BUTTER AND
JELLY
QUARTERMASTER'S
STORES
ROUNDS
SILLY WILLY
THERE'S A LING, LONG
TRAIL A WINDING
THIS IS YOUR LAND
THREE OPTICALLY
DEFICIENT RODENTS
TILL WE MEET AGAIN
TITANIC
TOM THE TOAD
TOO TI TA
WADDELEY ACHEE
WHERE OH WHERE
(THE HEE HAW SONG)
YOU CAN'T GET TO
HEAVEN

A RAM SAM SAM

A ram sam sam,
A ram sam sam,
Gu-li gu-li gu-li gu-li gu-li,
A ram sam sam.
(repeat)
A ra-fl, a ra-fl,
Gu-li, gu-li gu-li gu-li gu-li,
A ram sam sam.
(repeat)

ALICE THE CAMEL

Alice the camel had five humps, Alice the camel had five humps.
Alice the camel had five humps, so go Alice go.
(or And this is the way she walked)
Bump, bump, bump, bump
(do with hips)
(keep singing till Alice has - no humps-)
End. 'Cause Alice was a horse.

BATTLE HYMN OF THE REPUBLIC

Mine eyes have seen the glory of the coming of the Lord;
He is trampling out the vintage where the grapes of
wrath are stored;
He hath loosed the fateful lightning of His terrible
swift sword;
His truth is marching on.

Chorus

Glory, glory! Hallelujah!
Glory, glory! Hallelujah!
Glory, glory! Hallelujah!
His truth is marching on.

I have seen Him in the watchfires of a hundred circling
camps;
They have building Him an altar in the evening dews and
damps;

I can read His righteous sentence by the dim and flaring
lamps;
Our God is marching on.

Chorus

I have lead a fiery gospel, writ in burnished row of steel;
"As ye deal with my contemners, so with you my grace
shall deal;
Let the hero, born of women, crush the serpent with his
heel,
Since God is marching on."

Chorus

He has sounded forth the trumpet that shall never call
retreat;
He is sifting out the hearts of men before His judgment
seat;
Oh, be swift, my soul, to answer Him! be jubilant,
my feet!
Our God is marching on.

Chorus

In the beauty of the lilies, Christ was worn across the sea,
With a glory in His bosom that transfigures you and me;
As he died to make men holy, let us die to make men free,
While God is marching on.

Chorus

BE PREPARED

Oh Be Prepared, Prepared, Prepared, the motto of a
True Scout; Oh Be Prepared, Prepared, Prepared, the
motto of a Scout. Prepared, Prepared, the motto of
a true Scout, Prepared, Prepared, the motto of a Scout.

BROTHER BILL

Brother Bill was a fireman bold,
He puts out fires.
One night he went to a fire, I'm told,
He puts out fires.

The fire let off some dynamite and blew poor Bill
clean out of sight.
But where he's going it'll be all right,
'cause he puts out fires.

BUMBLE BEE

I'm bringing home a baby bumble bee,
Won't my mommy be so proud of me,
I'm bringing home a baby bumble bee. Ouch! He stung
me.
I'm squishing up my baby bumble bee,
Won't my mommy be so proud of me,
I'm squishing up my baby bumble bee, Yuck! What a
mess.
I'm licking up my baby bumble bee,
Won't my mommy be so proud of me,
I'm licking up my baby bumble bee, Oh, I don't feel
so good.
I'm throwing up my baby bumble bee,
Won't my mommy be so proud of me,
I'm throwing up my baby bumble bee. Yuck! what a mess.
I'm mopping up my baby bumble bee,
Won't my mommy be so proud of me,
I'm mopping up my baby bumble bee,
My mommy wasn't very proud of me.

THE CAT CAME BACK

Old man Johnson had troubles of his own.
Had a little cat that wouldn't leave him alone.
He tried and tried to give him away.
He gave him to a man going far, far away.

Chorus

But the cat came back, the very next day.
But the cat came back, they thought he was a goner.
But the cat came back, he just couldn't stay away,
away, away.

2nd

He gave it to a man going up in a balloon.
told him to give it the man in the moon.

The balloon came down about 20 miles away.
And where that man is we just can't say.

Chorus

3rd

He gave him to a boy with a dollar note.
Told him for to take it up a river on a boat.
Tied a rock around its neck, must of weighed a hundred
pounds.
And now their dredging the river for the little boy who
drowned.

Chorus

4th

He gave him to a man going way, way out west.
Told him to give it to the one he favored best.
First the train jumped the track, then it hit the rail.
and no one is alive today to tell the gruesome tale.

Chorus

5th

Old Man Johnson said he'd shoot that cat on sight.
So he loaded up his shotgun with nails and dynamite.
He waited and waited for that cat to come around.
But ninety-seven pieces of the man were all they ever
found.

Chorus

6th

The H-bomb fell, just the other day.
The A-bomb fell in the very same way.
Russia went, China went, and the U.S.A.
The human race was destroyed without a chance to to
pray.

Chorus

CLEMENTINE

In a cavern, in a canyon
Excavating for a mine,
Dwelt a miner, 'forty-niner,
and his daughter Clementine.

Chorus

Oh my darling, oh my darling,
Oh my darling Clementine!
Thou art lost and gone forever,
Dreadful sorry, Clementine.

Light she was and like a fairy,
And her shoes were number nine,
Herring boxes without topses
Sandals were for Clementine.

Chorus

Drove her ducklings to the water,
Ev'ry morning just at nine
Hit her foot against a splinter,
Fell into the foaming brine.

Chorus

Ruby lips above the water,
Blowing bubbles soft and fine
But alas, I was no swimmer,
So I lost my Clementine.

Chorus

Then the miner, 'forty-niner,
Soon began to peak and pine
Thought he oughter find his daughter,
Now he's with his Clementine.

Chorus

In my dreams she still doth haunt me,
Robed in garments soaked in brine.
Though in life I used to hug her,
Now she's dead I draw the line.

Chorus

DON'T THROW YOUR TRASH

Don't throw your trash in my back yard
My backyard, My backyard, My backyard
Don't throw your trash in my backyard
My backyard's full.

Fish & Chips & Vinegar
Vinegar, Vinegar, Vinegar
Fish & chips & Vinegar
Pepper pepper pepper pot.
One-bottle-o-pop
Two-bottle-o-pop
Three-bottle-o-pop
Four-bottle-o-pop
Five-bottle-o-pop
Six-bottle-o-pop
Seven bottle-o-bottle-o-bottle-o-pop.

EDELWEISS

Bless our friends, Bless our food,
Come O'Lord and be with us, May our hearts glow
with peace, May your love surround us.
Friendship and Love may it bloom and grow, bloom
and grow for ever.
Bless our friends, bless our food,
Come O'Lord and be with us.

FLIES

There ain't no flies on us. There ain't no flies
on us. There might be flies on you guys, but there
ain't no flies on us.

GING GANG GOULEE

Ging gang goulee, goolee, goolee, goolee watcha,
ging gang goo, ging gang goo.
Ging gang goolee, goolee, goolee, goolee watcha,
ging gang goo, ging gang goo.

Hayla, hayla shayla, hayla shayla hayla ho.
Hayla, hayla, shayla, hayla shayla hayla ho.
Shally wally, shally wally,
Oompah, oompah, oompah, oompay oommmm.

GO TELL IT ON THE MOUNTAIN

Chorus

Go tell it on the mountain, over the hill and everywhere.
Go tell it on the mountain that Jesus Christ is born.

Who's that yonder dressed in red? Let my people go.
Must be the children that Moses led. Let my people go.

Who's that yonder dressed in white? Let my people go.
Must be the children of the Israelite. Let my people go.

Who's that yonder dressed in black? Let my people go.
Must be the hypocrites turning back. Let my people go.

GOD BLESS AMERICA

God bless America, land that we love;
Stand beside her and guide her
through the night with a light from above.
From the mountains, to the prairies,
To the oceans, white with foam;
God bless America, My home sweet home.

HE'S GOT THE WHOLE WORLD IN HIS HANDS

He's got the whole world in His hands,
He's got the whole world in His hands,
He's got the whole world in His hands,
He's got the whole world in His hands.

2. He's got the little, bitty baby in His hands,
He's got the little, bitty baby in His hands,
He's got the little, bitty baby in His hands.
He's got the whole world in His hands.

3. He's got you and me brother...
4. He's got you and me sister...
5. He's got everybody here...
6. He's got the wind and the rain...
7. He's got the sun and the moon...
8. He's got the whole world...

HEY LAWDY LO

Hey lawdy lawdy lawdy,
Hey lawdy lawdy lo,
Hey lawdy lawdy, lawdy,
Hey lawdy lawdy lo.

I know a girl whose name is Daisy,
Hey lawdy lawdy lo,
She thinks the rest of the world is crazy,
Hey lawdy lawdy lo.

I know a boy whose name is Peter,
Hey lawdy lawdy lo,
He's the world's biggest eater,
Hey lawdy lawdy lo.

Make up other rhyming verses about friends,
camp staff members, events, etc.

HOKEY POKEY

You put your right hand in.
You pull your right hand out.
You put your right hand in.
And you shake it all about.
You do the Hokey Pokey and you turn yourself around.
That's what it's all about, Hey!

2. You put your left hand in.
3. You put your right foot in.
4. You put your left foot in.
5. You put your cattywompus (buttocks) in.
6. You put your whole self in.

HOME ON THE RANGE

Oh give me a home where the buffalo roam.
Where the deer and the antelope play.
Where seldom is heard a discouraging word,
And the skies are not cloudy all day.
Home, home on the range,
Where the deer and the antelope play—
Where seldom is heard a discouraging word.
And the skies are not cloudy all day.

Where the air is so pure,
the Zephyrs so free,
The breezes so balmy and lite,
That I would not exchange my home on the range,
For all of the cities so brite.

I POINTS TO MINESELF

I points to mineself, is das here;
Das is mine topnotcher, ya mama deer.
Top-notcher, topnotcher, ya mama deer.
Dat's wot I learned in der school, boom-boom!

As you sing this action-fun song, point to the proper part of your body when you mention it in the song. For example: Point to the top of your head as you sing topnotcher. Continue singing and add another part of your body for each verse and repeat others, going backward from last item to first. Try as many verses as you want, using the list below. For the boom-boom, clap hands, bang on tables, or stamp feet.

Chorus (Repeat after each verse.)

I points to mineself, vas is das here;
Das is mine sweat browser; ya mama dear,
Sweat browser, topnotcher, ya mama dear.
Dat's what I learned in der school, boom-boom!

Repeat chorus.

Point to
top of head
Brow
Eye
Nose
Mustache
Mouth
Chin
Neck
Chest
Tummy
Foot

Sing
Topnotcher
Sweat browser
Eye winker
Horn blower
Soup strainer
Lunch eater
Chin chowser
Rubber necker
Chest protector
Breadbasket
Foot stomper

INDIANS ARE HIGH MINDED

Indians (hand behind head as a feather)
Are high-minded (hands form tee-pee above head)
Bless my soul, (hand on heart)
They're double-jointed, hands on hips, move hips
from side to side)
They climb hills, (climbing action with hands and legs)
And don't mind it.
All day long (move arms out over head and down
to sides to indicate large circle)

IT'S A SMALL WORLD

It's a world of laughter,
A world of tears.
It's a world of hopes,
And a world of fears.
There's so much that we share,
That it's time we're aware,
It's a small world after all.

Chorus

It's a small world after all (3 times)
It's a small, small world.

There is just one moon,
And one golden sun.
And a smile means friendship

To everyone.
Though the mountains divide,
And the oceans are wide,
It's a small world after all.

Chorus

I'VE BEEN WORKING ON THE RAIL- ROAD

I've been working on the railroad,
All the live long day.
I've been working on the railroad,
Just to pass the time away.
Don't you hear the whistle blowing,
Rise up so early in the morn.
Don't you hear the captain shouting,
Dinah, blow your horn.
Dinah won't you blow, dinah won't you blow,
Dinah won't you blow your horn.
Dinah won't you blow, Dinah won't you blow,
Dinah won't you blow your horn.
Someone's in the kitchen with Dinah,
Someone's in the kitchen I know.
Someone's in the kitchen with Dinah,
Strumming on the old banjo.
And sing-in Fee, FI, Fiddlee-i-o,
Fee, FI, Fiddlee-i-o,
Fee, FI, Fiddlee-i-o,
Strummin' on the old banjo.

JOHNNY APPLESEED

The Lord is good to me
And so I thank the Lord
For giving me the things I need
The sun and the rain and the appleseed
The Lord is good to me.

JOHNNY BURBECK

Chorus

Oh! Mister Johnny Burbeck, how could you be so mean?
I told you you'd be sorry for inventing that machine.
How all the neighbors cats and dogs will never more
be seen.

They'll all be ground to sausages in Johnny Burbeck's
machine.

The day a boy came walking, he walked into the store.
He bought a pound of sausages and laid them on the
floor.

He started into whistle, he whistled up a tune.
And all the little sausages went dancing around the room.
One day the darn thing busted and the darn thing
wouldn't go.

So Johnny Burbeck climbed inside to see what made
it so.

His wife she had a nightmare, she was walking in her
sleep.

She gave the crank a heck of a yank and Johnny
Burbeck was meat.

JUNIOR BIRDMEN

Up in the air junior birdmen,
*Form goggles for face with thumbs and forefingers of
both hands; hold extended fingers up*

Up in the air upside down.
*To form upside-down goggles, rotate hands toward
face until extended fingers touch lower jaw*

Up in the air junior birdmen,
Form goggles

Keep your noses off the ground.
And, when you hear from the announcer
That the wings are made of tin,
Then you'll know the junior birdmen,
Form goggles

Will send their box tops in.
It takes four box tops
Extend four fingers

Three—bottle caps
Extend three fingers

Two—oo—paper wrappers
Extend two fingers

And o-ne—th-in dime
Extend one finger

DIRECTIONS

Make noise of plane soaring at the beginning and end of song. Add appropriate motions as desired.

LITTLE SCOUTING LIGHT

1. This is my little Scouting light (hold up index finger) I'm going to let it shine (three times)
Let it shine, let it shine, all the time.
2. Carry my light around the block (move index finger in circle).
3. Cover my light with a basket? No! (cover finger with other hand cupped; lift abruptly at NO!)
4. Don't you blow my little light out (instead of singing "blow," go "Puff")

LITTLE TOMMY TINKER

Little Tommy Tinker sat down upon a clinker and he began to cry "Oh Ma, Oh Ma!" poor little innocent guy.

NOTE:

This song is sung as a round with the group divided into 3 parts. Every time each group sings "Oh Ma!", they stand up and throw their arms above their heads.

LORD BADEN-POWELL SONG

Lord Baden-Powell has many friends,
And many friends has Lord Baden-Powell.
I am one of them, and so are you
As we go marching on.

Right Foot. (Move right foot as in marching and continue throughout entire song, adding all future movements when required)

Lord Baden-Powell has many friends,
And many friends has Lord Baden-Powell.
I am one of them and so are you
As we go marching on.

Left Foot (Move right and now left foot as in marching)

Repeat verse, add Right arm.

Repeat verse, add Left arm.

Repeat verse, add Nod your head.

Repeat verse, add Turn around.

Repeat verse, end with SIT DOWN.

MAKE NEW FRIENDS

Make New Friends, But Keep The Old,
One Is Silver, And The Other Gold

MARIAH

Way out west they've got a name
For wind and rain and fire,
The rain is Tess, the fire is Joe
and they call the wind Mariah.

Mariah blows the stars around
She sets the clouds to flyin'
Mariah makes the mountains sound
Like folks was up there dyin'

Chorus

Mariah, Mariah, they call the wind
Mariah.

Before I knew Mariah's name.
I heard her wale and whinin'
I had a gal and she had me
And the sun was always shinin'
And then one day I left my gal,
I left her far behind me
And now I'm lost, so goll darn lost
Not even God can find me.

Chorus

Way out west they got a name
For rain and fire only
And when you're lost and all alone
There ain't no name for lonely.
Well, I'm a lost and lonely man.
Without a star to guide me.
Mariah blow my love to me,
And leave her always by me.

Chorus

MICHAEL, ROW THE BOAT ASHORE

Chorus

Michael, row the boat ashore, Alleluia,
Michael, row the boat ashore, Alleluia.

Michael's boat's a music boat,
Alleluia - repeat 1 time

Sister helps to trim the sail,
Alleluia - repeat 1 time

Jordan's river is chilly and cold
Alleluia, kills the body but not the soul, Alleluia

Jordan's river is dark and wide,
Alleluia, Meet my mother on the other side, Alleluia

Gabriel blow the trumpet horn,
Alleluia, Blow the trumpet loud and long, Alleluia

Brother lend a helping hand
Alleluia, Brother lend a helping hand, Alleluia

Michael's boat's a gospel boat
Alleluia, Michael's boat's a gospel boat, Alleluia

Chorus

THE MORE WE GET TOGETHER

The more we get together, together, together,
The more we get together, the happier we'll be.
For your friends are my friends,
and my friends are your friends,
The more we get together, the happier we'll be.

The more we get together, together, together,
The more we get together, the happier we'll be.
For you know that I know,
And I know that you know,
The more we get together, the happier we'll be.

MY HAT IT HAS THREE CORNERS

My hat it has three corners, Three corners has my hat -
If it didn't have three corners, it would not be my hat -

ACTIONS:

MY	Point to yourself.
HAT	Put your hands on top of your head.
THREE	Hold up three fingers
CORNERS	Touch your right elbow with your left hand.

NOTE: The song is sung by adding one action each verse and eliminating the word for the action until, finally, the entire song is being done by action only, with no singing.

NURSERY RHYME SONG

Chorus

ABCDEFGHIJKLMN

OPQRSTUVWXYZ

Between each chorus, sing a nursery rhyme. This song can be done as a contest, or in rounds.

OH, SUSANNA

I came from Alabama with a banjo on my knee,
I'm going to Louisiana there my true love for to see.

chorus

Oh Susanna, Oh don't you cry for me,
For I come from Alabama with my banjo on my knee.

2nd

I had a dream the other night,
When everything was still.
I thought I saw Susanna dear,
A-comin down the hill.

A buckwheat cake was in her mouth,
A tear was in her eye.
Says I, I'm coming from the South
Susanna, don't you cry.

Chorus

PEANUT BUTTER AND JELLY

Peanut, peanut butter - (whispered) and jelly.
Peanut, peanut butter - (whispered) and jelly.
First you take the peanuts, and you mash'em, mah'em,
mash'em, mash'em, mash'em.

2. Then you take the butter
and you spread it, spread it
spread it, spread it, spread it.

3. Then you take the grapes
and you squish 'em,
squish 'em, squish 'em,
squish 'em, squish 'em.

4. Then you take the jelly
And you spread it, spread it,
spread it, spread it, spread it.

5. Then you take the sandwich,
And you eat it, eat it,
eat it, eat it, eat it.

6. Then you take the milk
And you pour it, pour it,
pour it, pour it, pour it.

7. Then you take the milk
And drink it, glug
glug, glug glug (*fading*).

QUARTERMASTER'S STORES

Chorus

My eyes are dim I cannot see
I have not brought my specs with me
I have not brought my specs with me

There were mice, mice eating all the rice
In the stores, in the stores
There were mice, mice eating all the rice
In the quartermaster's stores

There was gravy, gravy, gravy, enough to sink a Navy
There was soup, soup, soup, supposed to feed the group
There was honey, honey, honey, melting and rather runny
There was bread, bread, bread, found in a potting shed
There was beef, beef, beef, harder than your teeth

Oh, its PB and J that spreads like modeling clay.
Oh, its rats, rats, rats, as big as alley cats.
Oh, its lice, lice, lice, running through the rice.
Oh, its pans and pots, that gives us all the trots.
There are snakes, snakes, snakes, big as garden rakes.

There was cake, cake, cake, they bought it by mistake
There was fish, fish, fish, a supplementary dish
There was curry, curry, curry, but there's no need to
worry
There were buns, buns, buns, bullets for the guns
There were eggs, eggs, eggs, nearly growing legs

ROUNDS

Directions: Teach and sing through the three familiar rounds found below--then divide the group into three and give each one, one of the rounds to sing. Starting with "Three Blind Mice" then "Are You Sleeping" and finally "Row, Row, Row Your Boat." "Row, Row Row Your Boat" must be done slowly.

1. Three Blind Mice, Three Blind Mice,
See How They Run, See How They Run,
They All Ran After The Farmer's Wife,
Who Cut Their Tails With A Carving Knife,
Did You Ever See Such A Sight In Your Life,
As Three Blind Mice.
2. Are You Sleeping, Are You Sleeping,
Brother John, Brother John,
Morning Bells Are Ringing, Morning Bells Are Ringing,
Ding Ding Dong, Ding Ding Dong.
3. Row, Row, Row Your Boat
Gently Down The Stream,
Merrily, Merrily, Merrily, Merrily,
Life Is But A Dream.

By the next group starting when you should--you should all end together.

SILLY WILLY

I've got a friend (Point thumbs to chest)
His name is Silly Willy (Hands on hips)
He ain't very smart (Negative nod of head)
But boy is he silly (Bend backwards--hands up and back)

1. And his finger goes so (Finger out to side and pointing up & down)
And so it goes and so
It will always go.

(Repeat chorus)

2. And his head goes so (Nod head from side to side)
And so it goes and so
It will always go.
And his finger goes so (Point to side--move finger)
And so it goes and so
It will always go.

(Repeat chorus)

3. And his shoulders go so (move shoulders rhythmically up & down)
And so they go and so
They will always go.
And his head goes so, etc.
And his finger goes so, etc.
(Repeat chorus)

4. And his hips go so (Move hips rhythmically up & down)
And so they go and so
They will always go.
And his shoulders go so, etc.
And his head goes so, etc.
And his fingers goes so, etc.
(Repeat chorus)

5. And his legs go so (Move legs in marching rhythm)
And so they go and so
They will always go.
And his hips go so, etc.
And his shoulders go so, etc.
And his head goes so, etc.
And his finger goes so, etc.
(Repeat chorus)

6. And his body goes so (Turn slowly around)
And so it goes and so
It will always go.
And his legs go, etc.
And his hips go so, etc.
And his shoulders go so, etc.
And his head goes so, etc.
And his fingers goes so, etc.

I've got a friend
His name is Silly Willy
He ain't very smart
But boy-y is he silly!

THERE'S A LONG, LONG TRAIL A-WINDING

There's a long, long trail a-winding into the land
of my dreams,
Where the nightingales are singing and a white
moon beams.

There's a long, long night of waiting - until
my dreams all come true;
Till the day when I'll be going down that long,
long trail with you.

THIS IS YOUR LAND

This land is your land,—this land is my land,—
From Cal-i-for-nia—to the New York Island,
From the red-wood for-est—to the Gulf Stream wa-ters,
This land was made for you and me.—

As I went walking that ribbon of highway
I saw above me that endless skyway,
I saw below me that golden valley,
This land was made for you and me.

I roamed and rambled, and I followed my footsteps,
To the sparkling sands of her diamond deserts,
All around me a voice was sounding,
This land was made for you and me.

When the sun came shining, then I was strolling,
And the wheat fields waving, and the dust clouds rolling,
A voice was chanting as the fog was lifting,
This land was made for you and me.

THREE OPTICALLY DEFICIENT RODENTS

Three optically deficient rodents.
Three optically deficient rodents.
Observe how they motivate.
Observe how they motivate.
They all pursued the agriculturalist's spouse.
Who amputated their appendages with a culinary tool.
Have you ever observed such a phenomena in
the course of your existence, as,
Three optically deficient rodents.

'TILL WE MEET AGAIN

By the blazing council fire's light
We have met in comradeship to-night
Round about, the whispering trees
Guard our golden memories,
And so before we close our eyes in sleep
Let us pledge each other that we'll keep
Scouting friendship strong and deep,
Till we meet again.

TITANIC

Well, they built the ship Titanic,
To sail the ocean blue;
And they thought they had a ship
That the water wouldn't go through.
But the Lord's almighty hand,
Said the ship would never land.
It was sad when the great ship went down.

Chorus

It was sad, (so sad)
It was sad! (so sad)
It was sad when the great ship went down
To the bottom of the sea

(husbands and wives,
little children lost
their lives)

It was sad when the great ship went down.

Oh, they were not far from shore,
Say a thousand miles or more;
When the rich refused to associate with the poor.
So they sent them down below
Where they were the first to go.
It was sad when the great ship went down.

Chorus

They put the lifeboats out on the dark and stormy sea
And the band struck up with
"Nearer my God to Thee."
The heroes saved the weak as the ship began to leak.
It was sad when the great ship went down.

The Captain stood on deck with a tear in his eye,
As the last boat left he waved them all good-bye.
He thought he'd made a slip, so he went down with the
ship.
It was sad when the great ship went down.

Chorus

The moral we obtain from this story of woe and pain
Is that if you're rich, there's no need to be so vain.
Cause in the good Lord's eyes,
You're the same as other guys.
It was sad when the great ship went down.

Chorus

TOM THE TOAD (Tune: Oh Tannenbaum)

Oh Tom the Toad, Oh Tom the Toad,
Why are you lying on the road?
Oh Tom the Toad, Oh Tom the Toad,
Why are you lying on the road?
You did not see the car ahead,
Now you're all marked with tire tread.
Oh Tom the Toad, Oh Tom the Toad,
Why are you lying on the road?

TOO TI TA

Chorus

I'm singing in the rain, Just singing in the rain. What a
glorious feeling, I'm happy again.....

Thumbs Up....Elbow Back...A Too Ti Ta Too Ti Ta Too Ti
Ta Ta...A Too Ti Ta Too Ti Ta Too Ti Ta Ta

Chorus

Thumbs Up....Elbows Back....Toes Out....Knees
Together....A Too Ti Ta Too Ti Ta Too Ti Ta Ta

Chorus

Thumbs Up...Elbows Back...Toes Out...Knees
Together...Chest Out...Buns Back...A Too Ti Ta Too Ti Ta
Too Ti Ta Ta

Chorus

Thumbs Up...Elbows Back...Toes Out....Knees
Together....Chest Out...Buns Back...Chin Down...Tongue
Out....A Too Ti Ta Too Ti Ta Too Ti Ta Ta.

Chorus plus a song in my heart, a happy refrain, I'm
singing, just singing in the rain.

WADDELEY-ACHEE

Waddeley-achee, Waddeley-achee
Doodley-do, Doodley-do.
Waddeley-achee, Waddeley-achee
Doodley-do, Doodley-do.
Simplest thing, there isn't much to it,
All you've got to do is dood-ley do it,
I like the rest, but the part I like best,
Is the doodley, doodley-do.

(Actions)

Slap knees twice, clap hands twice,
Pass the right hand over the left hand twice.
Pass the left hand over the right hand twice.
Touch the nose with the right hand, then touch the
left shoulder and leave the hand there.
Touch the nose with the left hand, then touch the
right shoulder
Put both hands up in the air and pinch the fingers
together three times.
(Repeat the song and actions several times, a bit
faster each time.)

WHERE OH WHERE (The Hee Haw Song)

Chorus

Where oh where are you tonight.
Why did you leave me here all alone.
I searched the world over and thought I found true love.
Then you met another and (raspberry sound) you were
gone.

1st

You said you'd come home if I killed a chicken,
And cooked it up for us to celebrate.
But that would be cruel my little darling,
To kill that poor chicken for our mistake.

2nd

Darling I miss you, the taters need diggin',
The corn in the field it needs pickin' now.
How well I remember the first time I met you,
You looked so pretty a pullin' the plow.

3rd

I bought you a new electric cow milker,
But you didn't know the stem from the spout.
You hooked it right up to poor ole Betsy,
And turned that ole cow inside out.

4th

You took off your wig, peg leg, and glass eye ball,
You were surprised by the look on my face.
I wanted to hug and kiss you all over,
But you were scattered all over the place.

YOU CAN'T GET TO HEAVEN

Oh, you can't get to heaven
On roller skates
'Cause you'll roll right by those Pearly Gates.

Chorus

1. I Ain't Gonna Grieve, My Lord No more (repeat 4 times)
2. Oh, you can't get to heaven
In a rockin chair
'Cause the Lord don't want
No lazybones there.
3. Oh, you can't get to heaven
In a wornout car
'Cause a wornout car
Won't go that far.

4. Oh you can't get to heaven
If your name is Jack
'Cause Old St. Pete
will turn you back.
5. Now if you get to heaven
Before I do
Just bore a little hole
and pull me through.
6. But if I get to heaven
Before you do
I'll plug that hole
So you can't get through.
7. Now that is all
There aint' no more
And that's for shore
So don't encore.



MORE SONGS

That Little Scout Who Follows Me

A careful scouter I ought to be
A little scout follows me
I do not dare to go astray
For fear he'll go the selfsame way.

Not once can I escape his eyes
Whate'er he sees me do he tries
Like me, he says he's going to be -
That little scout who follows me.

He thinks that I am good and fine
Believes in every work of mine
The base in me he must not see -
That little scout who follows me.

I must remember as I go
Through summer sun and winter snow
I'm building for the years to be
That little scout who follows me.



All The Canyon Camp Companion Series Books:

The Canyon Camp Campfire Companion
Volume 1

The Canyon Camp Campfire Companion
Volume 2

The Canyon Camp Campfire Companion
Volume 3
(available June 1, 2002)

The Canyon Camp Club Camp Companion
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